ignite
by air

Introduction

Welcome to Ignite, the first music recording software entirely based on the creative workflow of musicians. Ignite lets you capture your ideas with unprecedented speed and combine individual ideas together to create a song.

You won't have to worry about complicated setup, tracks, assignment of MIDI channels, or signal flow routing; thanks to its musician-centric approach, Ignite takes care of the necessary connections and lets you quickly start with what you really want: capturing your musical ideas!

Main Features:

- Captures your ideas in clips of variable length
- Edit audio and MIDI clips
- Clips can be arranged in variable groups as individual, Multi, and Song clips
- Individual and grouped clip playback
- Connected Akai Professional, Alesis, or M-Audio keyboard controllers are automatically set up and mapped to available controls
- Smart MIDI players support you in developing your initial ideas
- Over 275 instrument sounds included
- Quick and easy sound selection by instrument family, category, and patch
- Intuitive instrument sound editing on-screen or from your connected Akai Professional, Alesis, or M-Audio keyboard controller
- Volume, pan, mute, and solo control over instruments
- Five included effects; Equalizer, Compressor, Delay, Distortion, and Reverb
- Share your ideas on social network platforms via SoundCloud, directly from within Ignite
- Export WAV and MIDI files, which can be imported into most major DAW programs

Support and Feedback

For complete system requirements, compatibility information, and product registration, visit the AIR website: **airmusictech.com**.

For technical support, please contact us through the Support page of our website: **airmusictech.com/support**.

Conventions

Text

The examples below explain when certain text styles are used:

This style is used for important information, tips, or other helpful notes.

This style is used for showing how to control Ignite using a supported Akai Professional, Alesis, or M-Audio keyboard controller.

Key Commands

You can use keyboard commands and combinations as shortcuts for many functions in Ignite. In this manual, keyboard shortcuts are indicated with brackets. For example, when you are asked to press [Ctrl]-[Z], this means that you should hold down the "CTRL" key and press "Z" on your keyboard.

Some modifier keys differ between Windows and Mac OS X systems. A keyboard shortcut that involves these may therefore read like this:

Press [CTRL]+[Z] (Windows) or [CMD]+[Z] (Mac)

Please find a list of all available keyboard shortcuts in ***Keyboard Shortcuts***.

Quick Tour

When you start Ignite, you will see the Home screen in front and the main Ignite window in the background with the Sound Editor Tab selected. Using the Home screen options, you can watch tutorial videos, check and change your audio device settings, open a demo song and more (see ***Home***).

You can close the Home screen by clicking the **Close** button.

Ignite Default View with New Session

From top to bottom, Ignite contains the following sections:

Menu Bar

The following menus are available on the menu bar: **File**, **Edit**, **View**, and **Help**.

- The **File** menu contains functions that let you open and save Sessions, create a new Session and you can quit the program from here.
- The **Edit** menu contains the undo/redo functions (see ***Undo and Redo***), standard commands such as cut, copy, paste, and delete, and you can open the Home screen (see ***Home***).
- The **Piano Roll** sub-menu contains functions for the Piano Roll editor including note, grid, and tool selection (see ***Piano Roll Sub-Menu***).
- The **View** menu lets you switch between the tab views available in the upper half of the Ignite window.
- The **Help** menu (see ***Help Menu***) gives you access to the available program documentation. It also offers links to the online support and lets you check for program updates.

Tab Bar

Tab Bar

In the upper half of the Ignite window, you will find the Tab Bar and the different tab views.

To view a tab, simply click on the icon for the Tab you want to view.

Home

Home

The Home screen contains the following:

- **Video Tutorials:** Ignite includes a series of online video tutorials that will help you learn how to use the application. Simply click on the video you want to view, and it will appear in a new window.
- **Demo Sessions:** Ignite includes a series of Demo Sessions. To open a Demo Session, click the icon for the desired Session.
- **Audio Setup:** This section will display all of the available, connected audio devices to your computer and allows you to select which audio device you want to use for playback and/or recording. For additional information on Audio Setup, see ***Audio Setup***.
- **Auto-Update:** Ignite can automatically check for updates. For more information see Auto-Update.

Choose

Choose Tab

Clicking on this tab opens the Choose Tab. This is the area where you can browse and select instruments to use in your session. For more information on browsing and selecting instruments, see ***Selecting an Instrument Sound***.

Shape

Shape Tab

Clicking this tab opens the Shape Tab. This is the area where you can adjust the sound of the instrument you are using and also add one of the five included effects. There are two sections in the Shape Tab (see ***Shape Tab***): **Shape Instrument Sound** (see ***Editing Instrument Sounds***) and **Effects** (see ***Working With Effects***).

If you have connected your Akai Professional, Alesis, or M-Audio keyboard controller, the Shape Tab will show a corresponding graphic of your connected keyboard and controls (e.g., knobs, soft faders, pads, etc.).

Hardware controls from your connected Akai Professional, Alesis, or M-Audio keyboard controller are automatically assigned to various functions depending on which Ignite instrument you are using.

If multiple Akai Professional, Alesis, or M-Audio keyboard controllers are connected, a selection box with an alphabetical list of the connected keyboards will be shown. Click on the keyboard that you want to control Ignite with.

Play

Play Tab showing Players On

Clicking this tab opens the Play Tab. There are three Smart MIDI Players included with Ignite: Chord Player (see ***Chord Player***), Phrase Player (see ***Phrase Player***), Arpeggiator (see ***Arpeggiator***).

For more information on the Play Tab, see ***Play Tab***.

Edit

Edit Tab displaying a MIDI clip

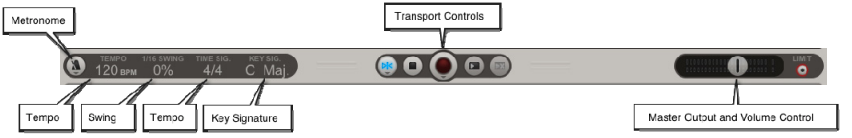
Clicking this tab opens the Edit Tab, where you can edit recorded audio (see ***Editing Audio***) and MIDI data (see ***Piano Roll Editor***).

Share

Share Tab

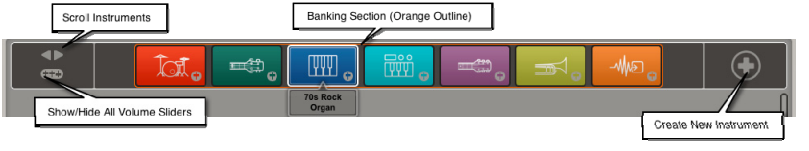
Clicking this tab opens the Share Tab where you can export your music in a variety of ways. See ***Exporting and Sharing Your Music***.

Control Bar



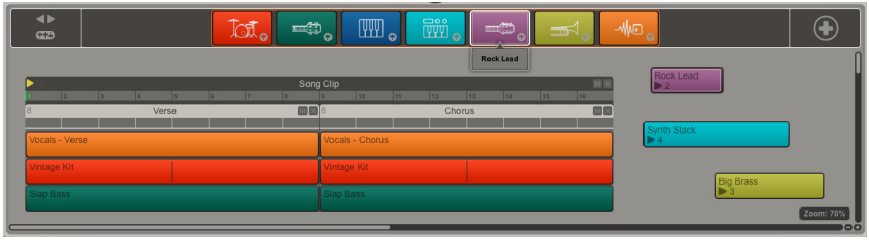
The Control Bar is in the center of the Ignite window. From here, you can: turn the metronome on/off; define the tempo; set the swing value, time signature, and key signature; turn auto-align notes on/off; control playback and recording; set the master output volume.

Instrument Bar



The area just below the Control Bar is the Instrument Bar. This displays all of the instruments you are using in the current Session. You can also add new instruments and access mixing controls from here. See ***Instrument Bar*** for details.

Arranger



The Arranger, with clips

Below the Instrument Bar is the Arranger. This is where your recorded audio and MIDI clips are displayed and where you can group, duplicate, and arrange your individual musical ideas into a larger composition. See ***Working with Clips and the Arranger*** for details.

Changing the Viewable Area of Tabs and Arranger

Ignite uses one main window with a variety of tab Views. The Edit Tab and Arranger can be vertically resized to use more of the available window space.

To resize either the Edit Tab or Arranger, simply drag the handles of the Control Bar (located to the left or right of the transport control) upwards or downwards.

Resizing window controls

Resizing will behave slightly differently, depending on which tab is currently displayed:

- With the **Choose, Shape**, **Play** or **Share** Tab shown, you can only drag upwards to increase the viewable area of the Arranger.
- With the **Edit** Tab shown, you can drag either upwards or downwards to customize the size of the Edit Tab and/or the Arranger.
    - Holding down [CTRL] (Windows) or [CMD] (Mac) and double-clicking the Control Bar will maximize the Edit Tab.
    - When you switch to any other tab from the Edit Tab, the Ignite window will return to its default position.
    - When you switch back to the Edit Tab, the main window sections assume their last set size.

You can double-click on the handles of the Control Bar to quickly maximize the Arranger or to return the Arranger to its default size.

By either **(A)** pressing [CTRL]+[F] (Windows) or [CMD]+[F] (Mac) on your computer keyboard or **(B)** selecting **Switch View Modes** on the View menu, you can toggle between different basic screen settings.

Focus

"Focus" is a term used to describe an area of Ignite that can be controlled using the computer keyboard or connected keyboard controller. You will see a thin, white box surrounding the area of Ignite that currently has "focus."

Ignite has three main focus areas:

1. Tab Bar.
2. Top Panel (Choose Tab, Shape Tab, Play Tab, Edit Tab, and Share Tab).
3. Instrument Bar.

To switch the focus:

- Press the [TAB] key on your computer keyboard.
- Click on an area you want to have Focus, such as the Tab Bar, Control Bar, or Arranger.

The focus can also be changed using the following Akai Professional and M-Audio keyboards.

- **Akai Professional MAX 49:** Drum Pad Bank D Pads [1/3], [9/11].
- **Akai Professional MAX 25**: Drum Pad Bank D Pads [7/8].
- **Akai Professional MPK 61 or MPK 88:** Drum Pad Bank D Pads [1/3], [9/11].
- **Akai Professional MPK 25 or MPK 49:** Drum Pad Bank D Pads [1/3], [7/9].
- **M-Audio Axiom AIR 25, Axiom AIR 49, or Axiom AIR 61:** [Enter]+[Up] / [Enter]+[Down].
- **M-Audio Axiom AIR Mini 32:** [Enter]+[Up] / [Enter]+[Down].
- **M-Audio Axiom Pro 49 or Axiom Pro 61:** [Numeric Keypad +/-].
- **M-Audio Axiom Pro 25:** [F2/F3] with the [F1-4] button lit.

Navigation

Ignite's Home screen, Tab Bar, Choose Tab, Effects Tab, and Share Tab can be navigated using the [Up], [Down], [Left], [Right], and [Enter] keys on your computer keyboard.

It is also possible to navigate Ignite using the following keyboards.

- **Akai Professional MAX 49:** Drum Pad Bank D Pads [10/2/5/7]-Up/Down/Left/Right, [6]-Enter.
- **Akai Professional MAX 25:** Drum Pad Bank D Pads [1/2/3/4]-Up/Down/Left/Right, [5]-Enter.
- **Akai Professional MPK 61 or MPK 88:** Drum Pad Bank D Pads [10/2/5/7]-Up/Down/Left/Right, [6]-Enter.
- **Akai Professional MPK 25 or MPK 49:** Drum Pad Bank D Pads [8/2/4/6]-Up/Down/Left/Right, [5]-Enter.
- **M-Audio Axiom AIR 25, Axiom AIR 49, or Axiom AIR 61:** [Up], [Down], [Left], [Right], [Enter].
- **M-Audio Axiom AIR Mini 32: [**Up], [Down], [Left], [Right], [Enter].
- **M-Audio Axiom Pro 49 or Axiom Pro 61:** [Numeric Keypad 2/8/4/6]-Up/Down/Left/Right, [Numeric Keypad 5]-Enter.

Using the Controls

Knobs, volume sliders, and switches in Ignite look much like their real-world counterparts.

Knobs

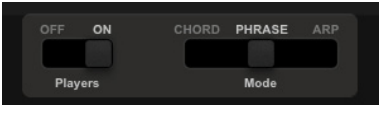
Instead of "turning" a knob with your mouse, drag up or down to change the setting.

Sliders

To changes the value of a slider, drag the handle into the desired direction.

Switches and Buttons

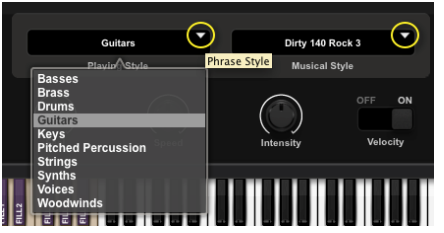
Selector switches are used to select one of two or more possible settings. Click or drag the switch handle to the desired position with your mouse.



Buttons trigger an action or set a feature to on or off. Simply click the respective button once to turn on and again to turn off.

Local Menus

Local menus can be identified by a small downward pointing arrow either to the right or just below the button. To open a local menu, move the mouse pointer over the arrow symbol and hold down the mouse button until the menu opens.

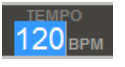


If you use a two-button mouse, you can also open the local menu by right-clicking on the arrow symbol.

To select an option on a local menu, move the mouse pointer over the desired entry and click to select it.

Input Fields

Examples of input fields are tempo and swing on the Control Bar. To enter or change a value, first double-click on the value you want to change to select it, and then type in the desired value from your computer keyboard and press [RETURN].



You can also change the value by clicking on it and dragging upwards or downwards with your mouse.

Using a Mouse with a Scroll Wheel

If you use a mouse with a scroll wheel, you can use it as follows:

- **To change the value of a setting,** such as Swing, Tempo or Volume: Position your mouse over the desired control and use the Scroll Wheel to change the value of the control.
- **To navigate a view,** such as the Edit Tab or Arranger: Position your mouse over the area you want to navigate and use the scroll wheel to shift the view up or down.
- **To zoom in/out of the Arranger or Edit Tab**: Hold [ALT] on your computer keyboard while using the scroll wheel to zoom in or out.

Menu Bar

File Menu

New…

Select this function to create a new Session. If another Session was already open when you created a new Session, you will be prompted to save the currently open before the new Session is created.

Open...

Select this function to open a previously saved Session. A standard file-handling dialog box appears where you can select a previously saved Session file.

Open Recent

Using this function, you can open a Session from a list of previously saved Sessions. Only recently opened Sessions will be displayed in the list. If you have not opened any Sessions recently, this list will be blank.

Save

Select this function to save a Session. A standard file-handling dialog box appears where you can name your Session and store it. Saving a Session will automatically create a separate folder for each Session.

By default, Ignite saves and opens all user created files under the following path:

- Windows: **C:\users\username\MyMusic\Ignite**
- Mac OS X: **/Music/Ignite**

Save As…

Select this function to save a Session under a new name.

Import Audio…

Using this function, you can add WAV files that are already on your computer to your Session. The imported files will be added to the Arranger. There is no limit to the number of files that can be imported at once.

Each imported file will create a new Audio Instrument in the Instruments Bar. For instructions on how to assign imported audio clips to a single Audio Instrument in the Instrument Bar, see ***Assigning Clips to Different Instruments***.

For instructions on locking imported audio files to the Session tempo, see ***Locking/Unlocking Audio Clips to the Session Tempo***.

Important: Ignite only supports importing of WAV files. Other file formats are not supported.

Tip: You can also add WAV files to your Session by dragging them from the Desktop into the Arranger.

Edit Menu

Undo and Redo

You can undo most actions in Ignite. This includes recording and editing, deletion or creation of notes and clips etc. Multiple levels of undo are available. This means you can go back and undo a series previous actions and commands.

To undo the most recent action, select **Undo** on the Edit menu or press [CTRL]+[Z] (Windows) or [CMD]+[Z] (Mac) on your computer keyboard. You can do this many times.

Important: Undo will not work on changes or selections you make on main or local menus and on the controls in the Control Bar, including Tempo, Key Signature, Swing, Metronome On/Off settings and changes.

You can also "undo the undo actions", called **Redo**.

To redo the latest undo action, select Redo on the Edit menu or press [CTRL]+[Y] (Windows) or [CMD]+[SHIFT]+[Z] (Mac) on your computer keyboard.

You can do this many times to redo a series of actions. Actions can only be redone in the order in which they were undone originally.

Automatic Drum Pad Mapping

This entry is only available when a keyboard controller with drum pads is connected.

If the entry is checked and a Drum Kit is selected, the keyboard's Drum Pads are mapped by Ignite instead of using MIDI mappings. Refer to your keyboard controller's documentation for details on how to manually assign drum pads to specific MIDI notes.

Duplicate clip

Selecting **Duplicate Clip** creates a copy of the clip or Multi clip that is currently selected in the Arranger. The duplicate will appear directly to the right of the selected Clip or Multi Clip.

When a single clip is duplicated, a new Multi clip is created containing the original and duplicated clip. When a single Multi clip is duplicated, a new Song clip is created containing the original and duplicated Multi clip.

Piano Roll Sub-Menu

This sub-menu contains a number of functions that apply to the Piano Roll editor in the Edit Tab.

- **Select All:** Use this function on the Edit menu to select all notes of the clip currently open in the Piano Roll editor. You can also press [CTRL]+[A] (Windows) or [CMD]+[A] (Mac) on your computer keyboard for the same result.
- **Pointer, Pencil, and Velocity Tool:** Select any of these three tools from the Edit menu to select the corresponding tool in the Piano Roll editor. You can also select the tools by pressing the [1], [2] or [3] keys on your computer keyboard.
- **Triplet Grid:** Selecting this item toggles grid resolution in the Piano Roll editor between straight and triplet note values. To select the desired grid resolution type, select this function on the Edit menu or press [T] on your computer keyboard.
- **Align Selection to Grid:** Using this function lets you automatically correct the positions of all notes that you have selected in the Piano Roll editor to the nearest grid position.
- **Align Note Lengths:** This function lets you align the lengths of all selected notes in the Piano Roll editor to the nearest grid value.
- **Delete Controller Change Data:** You can use this function to delete all recorded MIDI Controller Change (CC) data - such as Pitch Bend and Modulation - in the currently selected clip.

Arranger Gap Closing

This function determines whether sections in Multi clips and Song clips that do not contain clips after an edit are automatically removed.

Stop All Notes

In rare occasions notes might hang and sound indefinitely. Then you can use this function to stop any "stuck" notes. To stop playback of hanging notes, select this function on the Edit menu.

Preferences (Windows)

Select this item to open the Home screen (see ***Home***).

Mac OS X users: Preferences is available in the **Application** Menu.

View Menu

Home

Select this item on the **View** menu or click the **Home** icon to open the Home screen. The Home screen functions are described in ***Home***.

Choose Tab

This lets you open the Choose Tab, which is described in ***Choose Tab***.

Shape Tab

Select this item on the **View** menu or press [2] on your computer keyboard to open the Shape Tab, where you can control the Arpeggiator as well as the Chord and Phrase Players. The Shape Tab is described in ***Shape Tab***.

Edit Tab

Select this item on the **View** menu or press [4] on your computer keyboard to open the Edit Tab, where you can edit MIDI or Audio clips. The Edit Tab is described in ***Edit Tab***.

Sharing Tab

Select this item on the **View** menu or click the **Share Tab** icon to open the Share Tab (see ***Exporting and Sharing Your Music***).

Switch View Modes

In order to get more space when editing or arranging your music, you can increase the space available for the Edit Tab or the Arranger. This can either be done manually—by dragging the Control Bar upward or downward—or by selecting this function.

To toggle between the current space settings, select **Switch View Modes** from the View menu or press [F] on your computer keyboard until the desired view is shown.

If you have not changed the size of the Piano Roll editor or the Arranger, you will see the available default settings. If you have changed size manually, the custom sizes are remembered and are shown instead.

Tooltips

Tooltips are text that appears when your mouse hovers over a control or icon in Ignite. You can enable or disable this function.

To enable or disable Tooltips, select the function on the **View** menu so that it is ticked (enabled) or not ticked (disabled).

Help Menu

This menu lets you access various resources that help you in using Ignite.

- **Ignite Basics & Ignite User Guide:** By selecting one of these two menu entries, you can access the corresponding documentation:
  - Ignite User Guide opens this PDF document, which provides you with detailed information about Ignite.
  - Ignite Basics is a short guide that assists you in taking your first steps with Ignite.

  Click on the desired menu entry to open the corresponding document in your PDF reader software.

- **Online Support:** This link opens your web browser and connects you with Ignite Online support.

  Important: An active Internet connection is required for viewing online support.

- **Register Online:** Clicking this link opens your web browser and opens the Online Registration web page where you can register your copy of Ignite.

- **Check for Updates...:** Selecting this function lets you check whether updates are available. This function is also available on the Home screen, described in Home.

  Important: An active Internet connection is required to check for updates.

- **Reset Ignored Updates:** If you have ignored available Ignite updates using **Skip this update** on the Home screen, you can reset this, so that Ignite will again remind you that an update is available.

- **About:** Selecting this opens the Ignite About screen that informs you of which version you are using.

Home

The Home screen contains a variety of functions, which include audio device or sound card settings, software auto-update, video tutorials, and Demo Sessions.

You can open the Home screen by doing any of the following:

- Clicking the Home screen icon in the top left corner of the Ignite window
- Selecting Preferences in the Edit menu (Windows) or from the Application Menu (Mac)
- Pressing [CTRL]+ (Windows) or [CMD]+ (Mac) on your computer keyboard
- Selecting Home in the View menu

The Home screen is organized into two levels:

- The first level shows the main categories.
- The second level holds the individual options available for a main category.

The following function areas are available and can be accessed by clicking the corresponding icon:

Icon	Opens	What you can do here
	Tutorial Videos	Watch online tutorial videos to learn more about Ignite.
	Demo Sessions	Open demo Sessions.
	Audio Setup	Select available audio inputs and outputs, change sample rate and buffer size.
	Auto-Update	Get the latest version of Ignite.

To get back to the main categories, click the upward pointing arrow in the top left corner.

Video Tutorials

Ignite includes a series of online video tutorials that will help you learn the different workflows and features included. Simply click on the video you want to view and it will appear in a new window.

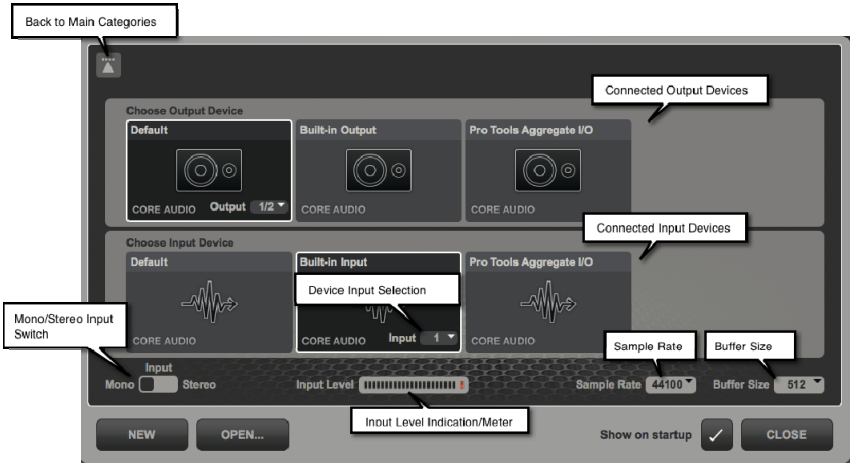
Important: You will need to be connected to the Internet and have Adobe Flash installed in order to view these videos.

Demo Sessions

Ignite includes a collection of Demo Sessions to demonstrate different features and musical styles. Click on the Demo Session you want to load and it will appear in a new Session

If a previous Session is open, a dialog box will appear where you can save it, before the Demo Session opens.

Audio Setup



This function area displays all audio devices that are currently available on your computer. You can check and make changes to your audio device settings here. If you have several audio devices installed in or connected to your computer, Ignite will automatically check and select an audio output device upon start-up.

Audio Output

To change the device that Ignite uses for playing back your Session:

1. Select the desired audio output device by clicking on its icon. A white frame indicates the currently selected audio output device.
2. If the output device offers more than two output channels, you can select an output channel pair by clicking on the value next to the word Output. A local menu appears where you can select the desired stereo output pair.

Important: Ignite supports two audio outputs only.

Audio Input

Ignite supports ASIO (Windows), WASAPI (Windows), and Core Audio (Mac) devices. If you are using a WASAPI or Core Audio device, the available devices that Ignite can use for recording audio are shown in the lower half of the screen. If you are using an ASIO device, you will see only one row of devices.

To change the device that Ignite uses for recording audio into your Session:

1. Select the desired audio input device by clicking on its icon. A white frame indicates the currently selected audio input device.
2. If the input device offers more than one input channel, you can select an input channel by clicking on the value next to the word Input. A local menu appears where you can select the desired input. If the Mono / Stereo switch is set to stereo, the inputs will be shown in pairs. At this time, Ignite supports a single mono or stereo audio input only.
3. You can confirm that audio input is working by checking if the Input Level meter is moving up and down when audio is being input into the selected device.

Windows users: If you are using an ASIO device, you will experience better audio performance than with a WASAPI device.

ASIO requires that the same device be used for playing back and recording audio so the Output and Input sections will be shown together in the top half of the screen.

Mono / Stereo Switch

Click on this switch to toggle the audio input between mono and stereo.

- If you are recording using a single microphone or a single Guitar input, set this switch to mono.
- If you are recording using a stereo device, such as a synthesizer, set this switch to stereo.
- If you are recording two different sources, such as vocals and guitar, at the same time, set this switch to Stereo

Important: When recording stereo sources, Ignite will create only one clip, meaning the left and right inputs will be combined into one clip rather than two separate clips.

Sample Rate

The sample rate determines the resolution of the audio input and output. By default, new Sessions are set to 44100 (44.1 kHz). If you are happy with the sound you are getting, you do not need to change this setting.

If you wish to change the sample rate, click on the currently set value. A local menu appears where you can select another sample rate, if necessary and available.

Buffer Size

Ignite must convert the audio output from digital (in your computer) to analog (to your speakers or headphones). This process requires processing power and a little time, which may cause pops, clicks, and other audio artifacts. The buffer can be seen as a storage place on your audio card where chunks of digital audio are temporarily stored before they are converted into a regular audio signal. This is done to ensure a steady audio output flow without interruptions. If everything works fine, you do not need to make any changes here.

If you wish to change the Buffer size, and your audio output device supports this, click on the current value and select one of the values that may be available in the local menu that appears.

Auto-Update

This function area lets you check whether updates are available and to download or skip updates. It also shows information about the currently installed version. Click on the desired function to start the respective action.

Enabling and Disabling Auto-Update Notifications

Ignite also includes an automatic update notification system. If you enable the **Automatically Check for Updates** option at the lower right corner of the window, you will be automatically notified when a new version of Ignite is available.

Important: You must have an active Internet connection in order to check for updates.

Functions at the Bottom of the Home Screen

The following functions are always visible, no matter which function icon you have currently selected.

- **New:** Click this to create a new Session. If another Session was already open when you created a new Session, you will be prompted to save the currently open before the new Session is created.
- **Open:** Click this to open a previously saved Session. A standard OS file-handling dialog appears where you can select a previously saved Session file.
- **Show on Startup:** If you wish to see the Home screen each time you start the program, enable the "Show on startup" function.
- **Close:** Click this button to close the Home screen. You can also close the Home screen by clicking anywhere outside of the Home screen.

Choose Tab

The Sounds browser is located in the Choose Tab and is used for browsing and selecting instrument sounds. To show the Choose Tab, simply click on the Choose Tab icon.

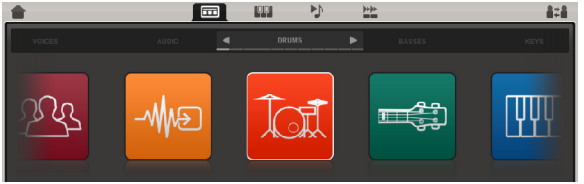
Selecting an Instrument Sound

In the Sounds Browser, instruments are organized into three levels:

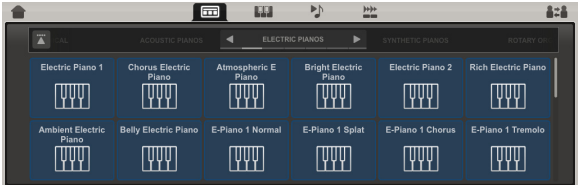
- **First Level:** Instrument Family (e.g.: **Guitars**, **Bass**, **Drums**, **Keyboards**, **Strings**, etc.).
- **Second Level:** Instrument Categories (e.g., in **Guitars**: **Electric Guitars**, **Acoustic Guitars**, etc.).
- **Third Level:** Individual sound patches (e.g., in **Guitars ▶ Electric Guitars**: **Clean E Guitar**, **Rock Lead**, **Rock Crunch**, etc.).

To add an instrument sound:

1. Click the browse arrows located at the top of the **Sounds** browser, until the desired instrument family icon is found:



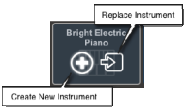
2. Click the desired instrument family icon to select it:



You can now browse the available instrument categories at the top of the Sounds Browser. The individual sounds patches available for the currently selected instrument category are shown.

3. Use the browse arrows or drag with the mouse to select the desired instrument category.

4. Click the icon to select the instrument category. The available sound patches are now visible. If more patches are available than fit in the browser section, use the scroll bar to the right to view.



5. Click the desired sound patch. Two icons will appear on the patch: **Replace Instrument** on the left and **Create New Instrument** on the right

6. Click the **Create New Instrument** icon to create a new instrument. The patch loads and you can play it from your keyboard. The instrument icon is also added to the Instruments Bar.

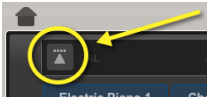
7. Play a few notes or chords on your keyboard to hear the selected patch. You can adjust the sound by using the controls in the **Shape Tab**. To learn more, see ***Editing Instrument Sounds***.

Here's an example:

1. With the **Sounds** browser on the **Choose Tab**, navigate to the **Guitars** family and click the icon to select. The Electric Guitars sub-category will now be shown.
2. Click the **Pop Lead** instrument sound patch. The **Replace Instrument** and **Create New Instrument** icons will now be shown on the Pop Lead instrument sound patch.
3. Select the "Create New Instrument" patch icon.
4. Click the Create New Instrument icon. The Pop Lead Guitar instrument sound is now loaded and the instrument is added to the Instrument Bar.
5. Play a few notes or chords on your keyboard to test the sound.

If necessary, repeat Steps 1 to 5 until you have found the desired sound.

To go back to the Instrument Family level and select another family of instruments, click the **Back** button (upward pointing arrow) to the left of the instrument categories.



Return to the Instrument Family level, by pressing the [ESC] key on your computer's keyboard.

If You Have No Sound

- Check whether the output meter in Ignite is lighting up when you play your keyboard.
- Check the USB connection from your keyboard to your computer.
- Check your speaker or headphone connections and volume.
- Verify the audio output settings of your computer's operating system.
- If you are using an external audio device or sound card please refer to the manufacturer's manual for instructions on verifying your sound options.

Changing Instruments

You can change instruments at any time. Changing the instrument sound for an individual clip will change the instrument sound for all clips using that instrument.

1. Select the Instrument you want to change in the **Instrument Bar** by clicking on it.
2. Navigate to the **Sounds** Browser and select the desired instrument patch by clicking on it.
3. Click the **Replace Instrument** icon to replace the current instrument with the new instrument.

Important: All of the clips that use the selected instrument will be changed to the new instrument.

Working with Audio Instrument Presets

Ignite includes many audio instrument presets, which can be selected and added to your currently open session as described in ***Selecting an Instrument Sound***.

These audio instrument presets are different from the other instrument categories in that they are exclusively for recording audio sources. Another difference between audio instrument presets and the other instruments is that the audio instrument presets contain effects preset chains.

Each sub-category of audio instrument presets also includes a **No Effects** preset, which do not include any effects.

You can modify, edit, add or remove the effects included in these audio instrument presets (see ***Working with Effects***).

Using Shortcuts in the Choose Tab

Shortcuts provide a quick way to select sounds.

An example of using keyboard shortcuts:

1. Select an instrument family using [Left] / [Right]. Press [RETURN], [Enter] or [Down] to display the selected instrument family's category and sound page.
2. Use [Left] / [Right] to select an instrument category.
3. When the instrument category bar has focus, use [Up] or [ESC] to return to the instrument family browser.
4. When the desired category is displayed, press [RETURN], [Enter] or [Down] to switch the focus to the sounds area.
5. When a sound on the top row is selected, use [Up] or [ESC] to set the focus back to the instrument category bar.
6. Use [Up] / [Down] / [Left] / [Right] to select a sound.
7. Press [RETURN] or [Enter] to display the Create New Instrument and Replace Instrument buttons. Select the desired button using [Left] / [Right] and press [RETURN] / [Enter] to confirm.

For a complete list of keyboard shortcuts, please see ***Keyboard Shortcuts***.

Shape Tab

The Shape Tab includes two areas:

- **Edit Shape:** This area allows you to edit the instrument sound of a selected instrument.
- **Effects:** This area allows you to add and change effects for a selected instrument.

Editing Instrument Sounds

Shape Tab displaying the Edit Shape section

Clicking the **Edit Shape** icon will bring up the Sound Editor for the selected instrument. This is where you can edit the sound of the currently selected instrument patch. Available parameters vary, depending on which instrument you are editing.

If you are using a supported Akai Professional, Alesis, or M-Audio keyboard controller and it is currently connected to your computer, you will see a graphical representation of your keyboard on the screen.

When the **Shape Tab** is visible, Shape parameters and Drum Pads are automatically mapped to the knobs / ribbon faders or Drum Pads on your connected Akai Professional, Alesis, or M-Audio keyboard controller. See Automatic Drum Pad Mapping for information on how to enable / disable automatic mapping:

- **Akai Professional MAX 25 or MAX 49:** Faders [1-6].
- **Akai Professional MPK 25, MPK 49, MPK 61, or MPK 88:** Knobs Bank A [K1-K6].
- **Akai Professional MPK Mini or LPD8:** Knobs [1-6].
- **Alesis QX 25, QX 49, or QX 61:** Knobs [K1-K6].
- **M-Audio Axiom AIR 25, Axiom AIR 49, or Axiom AIR 61:** Knobs [1-6] with the INST./FX button next to the knobs lit.
- **M-Audio Axiom AIR Mini 32:** Knobs [1-6] in INST./FX mode. To set the mode to INST./FX, press the HyperControl button until the LED next to "Inst/FX" is lit.
- **M-Audio Axiom Pro 25, Axiom Pro 49, or Axiom Pro 61:** Knobs [E1-E6].
- **M-Audio Axiom 25, Axiom 49, or Axiom 61:** Knobs [E1-E6].
- **M-Audio Oxygen 25, Oxygen 49, Oxygen 61, or Oxygen 88:** Knobs [C1-C6].
- **M-Audio Venom:** Knobs Bank C [1-4] and Bank D [1-2].

If your Akai Professional, Alesis, or M-Audio keyboard controller does not have knobs or pads or is not connected, you can adjust the instrument settings on screen using the computer mouse. Mouse techniques are described in ***Using the Controls***.

To edit an instrument, select it in the **Instruments Bar**, located at the top of the Arranger. The current instrument settings are now shown in the Sound editor.

Important:

- Changes to instrument settings are saved in your Session.
- Audio Instrument Presets do not have any editable controls in the Edit Shape section.

Working with Effects

Clicking the **FX** icon will bring up the Effects area for the selected instrument. This is where you can add Effects to make further changes to the way an instrument sounds. Up to six Effects can be added for each instrument, each of which has four parameters that can be adjusted.

Using Shortcuts in the Effects Tab

Shortcuts provide a quick way to select effects:

1. Select an effect slot using [Left] / [Right]. Press [RETURN] or [Enter] to display the Effects browser.
2. Use [Left], [Right], [Up], [Down] to select an effect or [ESC] to exit.
3. When the desired effect is selected, press [RETURN] or [Enter] to select it, or [ESC] to exit.

For a complete list of keyboard shortcuts, see ***Keyboard Shortcuts***.

When the **Effects Tab** is visible, the parameters of the selected effect are automatically mapped to the knobs / ribbon faders on your connected Akai Professional, Alesis, or M-Audio keyboard controller:

- **Akai Professional MAX 49:** Drum Pad Bank D Pads [5/7]-Select Previous/Next Effect Slot, [10/2]-Effect On/Off, [6] – Add / Replace Effect, Faders [1-4]-Effect Parameters.
- **Akai Professional MAX 25:** Drum Pad Bank D Pads [3/4]-Select Previous/Next Effect Slot, [1/2]-Effect On/Off, [5]-Add/Replace Effect, Faders [1-4]-Effect Parameters.
- **Akai Professional MPK 61 or MPK 88:** Drum Pad Bank D Pads [5/7]-Select Previous/Next Effect Slot, [5/2]-Effect On/Off, [6]-Add/Replace Effect, Knobs Bank A [K1-K4]-Effects Parameters.
- **Akai Professional MPK 49:** Drum Pad Bank D Pads [4/6]-Select Previous/Next Effect Slot, [8/2]-Effect On/Off, [5]-Add/Replace Effect, Knobs Bank A [K1-K4]-Effects Parameters.
- **Akai Professional MPK 25:** Drum Pad Bank D Pads [4/6]-Select Previous/Next Effect Slot, [8/2]-Effect On/Off, [5]-Add/Replace Effect, Knobs Bank A [K1], [K2], [K5], [K6]-Effects Parameters.
- **Akai Professional MPK Mini or LPD8:** Knobs [1], [2], [5], [6].
- **Alesis QX 49 or QX 61:** Knobs [K1], [K2], [K5], [K6].
- **Alesis QX 25:** Knobs [K1-K4].
- **M-Audio Axiom AIR 25, Axiom AIR 49, or Axiom AIR 61:** [Left/Right]-Select Previous/Next Effect Slot, [Up/Down]-Effect On/Off, [6]-Add / Replace Effect, Knobs [1], [2], [5], [6] with the INST./FX button next to the knobs lit-Effects Parameters
- **M-Audio Axiom AIR Mini 32:** [Left/Right]-Select Previous/Next Effect Slot, [Up/Down]-Effect On/Off, [6]-Add / Replace Effect, Knobs [1], [2], [5], [6] in INST./FX mode. To set the mode to INST./FX, press the HyperControl button until the LED next to "Inst/FX" is lit.
- **M-Audio Axiom Pro 49 or Axiom Pro 61:** [Numeric Keypad 4/6]-Select Previous/Next Effect Slot, [Numeric Keypad 2/8]-Effect On/Off, [Numeric Keypad 5]-Add / Replace Effect, Knobs [E1], [E2], [E5], [E6].
- **M-Audio Axiom Pro 25:** Knobs [E1], [E2], [E5], [E6].
- **M-Audio Axiom 25, Axiom 49, or Axiom 61:** Knobs [E1], [E2], [E5], [E6].

- **M-Audio Oxygen 25, Oxygen 49, Oxygen 61, or Oxygen 88:** Knobs [C1], [C2], [C5], [C6].
- **M-Audio Venom:** Knobs Bank C [1-4].

If your Akai Professional, Alesis, or M-Audio keyboard controller does not have knobs or is not connected, you can adjust the effect settings on screen using the computer mouse. Mouse techniques are described in ***Using the Controls***.

To add a new Effect or change an existing Effect:

1. Click on the **Add Effect** or **Replace Effect** control. The available Effects are shown.
2. Click on an Effect to add it.

To compare instrument sounds without a specific Effect, click the **On/Off** switch with your mouse. Effects can also be removed completely by clicking on the **Remove Effect** button.

If you are not familiar with using Effects or want to find a starting point for adjustment, Ignite includes a number of Presets. Select a Preset from each Effects local menu.

Important: Changes to Effects are saved in your Session.

Working with Reverb

Ignite also includes two reverbs per instrument. Reverb can be used to "place" an instrument in a "space."

When the **Effects Tab** is visible, Reverb is automatically mapped to the knobs / ribbon faders on your connected Akai Professional, Alesis, or M-Audio keyboard.

- **Akai Professional MAX 25 or MAX 49:** Faders [7], [8].
- **Akai Professional MPK 49, MPK 61, or MPK 88:** Knobs Bank A [K7], [K8].
- **Akai Professional MPK 25:** Knobs Bank A [K4], [K8].
- **Akai Professional MPK Mini or LPD8:** Knobs [4], [8].
- **Alesis QX 49 or QX 61:** Knobs [K4], [K8].
- **Alesis QX 25:** Knobs [K7], [K8].
- **M-Audio Axiom AIR 25, Axiom AIR 49, or Axiom AIR 61:** Knobs [4], [8] with the INST./FX button next to the knobs lit.
- **M-Audio Axiom AIR Mini 32:** Knobs [4], [8] in INST./FX mode. To set the mode to INST./FX, press the HyperControl button until the LED next to "Inst/FX" is lit.
- **M-Audio Axiom Pro 25, Axiom Pro 49, or Axiom Pro 61:** Knobs [E4], [E8].
- **M-Audio Axiom 25, Axiom 49 , or Axiom 61:** Knobs [E4], [E8].
- **M-Audio Oxygen 25, Oxygen 49, Oxygen 61, or Oxygen 88:** Knobs [C4], [C8].
- **M-Audio Venom:** Knobs Bank D [1], [2].

If your Akai Professional, Alesis, or M-Audio keyboard controller does not have knobs or is not connected, you can adjust the Reverb settings on screen using the computer mouse. Mouse techniques are described in ***Using the Controls***.

Select the type of reverb from the local menus. Turn the knob clockwise to increase the amount of reverb.

The Reverbs do not have on/off controls. To "turn off" either or both reverbs, simply set the Amount to **0%** (maximum left).

Important: Changes to Reverb are saved in your Session.

Play Tab

Clicking the **Play Tab** opens the Smart MIDI Players in the upper half of the Ignite window. Ignite includes three different Smart MIDI players:

Chord Player: This player offers a variety of methods to create chord accompaniment. You can press any key on your keyboard controller and the diatonically correct chord triad will play in the selected musical style. You can change variations and add chord extensions as well. This is a great way to take simple phrases and create sophisticated accompaniment parts. More information can be found in ***Chord Player***.

Phrase Player: This Player creates melodic phrases or drum patterns in a variety of musical styles. Phrases are triggered with one finger and a variety of phrase patterns are available for each musical style. Notes within a phrase can be auto-corrected to match the scale of the selected key signature. More information is available in ***Phrase Player***.

Arpeggiator: The Arpeggiator lets you create various arpeggio variants and rhythmically played chords. See ***Arpeggiator*** for more information.

These creative players offer very useful functionality that you can use to quickly transform a simple musical idea into a more complex part. You can record parts using the Players.

The controls described here are available for all Players. All other Player controls are described in the respective Player's description.

The Play Tab is automatically set to a suitable default when a new instrument is created in the Choose Tab. When an instrument is replaced by another instrument from the same family and the Play Tab is on, the settings are retained.

Players On/Off Switch

This switch is used to activate or deactivate the Players section. To activate or deactivate the Players, drag the switch handle to the **On** or **Off** position.

The Play Tab graphic will light up in blue to remind you that the Players section is currently active.

You can always use the keyboard, Pitch Bend, and Modulation wheel on your connected Akai Professional, Alesis, or M-Audio keyboard controller regardless of whether the Players are on or off.

Mode Switch

You can use this switch to select one of the three available Player modules. Drag the switch handle to the desired position to activate the respective Player.

Note: For Drums and Percussion instruments, only the Phrase Player is available. The Chord and Arpeggiator Players are not available when working with Drums and/or Percussion instruments.

Pitch Bend Wheel (PB)

The Pitch Bend wheel is a standard controller on MIDI keyboards. This on-screen version is the twin brother of the corresponding control on your controller keyboard. Both are used to create variable and continuous pitch changes ("portamento"), which are commonly used by instruments such as synthesizers, strings, brass, woodwinds, fretless bass, guitar, etc.

Drag the wheel up or down to bend the pitch upwards or downwards. When you let go of the mouse button, the wheel will automatically return to its neutral center position.

Modulation Wheel (Mod)

A Modulation wheel is another standard control on MIDI keyboards. It is often used to control vibrato and can also be applied to control other parameters.

The further up you drag the wheel, the more modulation is applied to the sound. When you let go of the mouse button, the wheel will retain its last setting. The wheel's neutral position (no modulation) is at the bottom.

On-Screen Keyboard Octave Buttons

You can use these two buttons to shift the visible octave range of the on-screen keyboard up or down. The octave controls shown in the on-screen keyboard only control the viewable area of the on-screen keyboard.

Click the left Octave button to shift the visible octave range downwards and the right Octave button to shift the range upwards.

To change the octave on your connected Akai Professional, Alesis, or M-Audio keyboard controller, use the Octave controls on the keyboard itself.

On-Screen Keyboard

This velocity sensitive keyboard has a total range from **C-2** to **C8** and 61 visible keys. It is the stand-in for connected Controller Keyboard hardware and you can play it by clicking keys with the mouse. The higher up you click a key, the lower the velocity value applied to the resulting note and vice versa. You can find a short explanation of what velocity is in ***Editing Velocity***.

The visible key range of the on-screen keyboard can be shifted using the on-screen Keyboard Octave buttons as described above.

Using Shortcuts in the Play Tab

For a full list of keyboard shortcuts in the Play Tab, see ***Keyboard Shortcuts***.

When the Play Tab is visible, Play Tab parameters are automatically mapped to the knobs or ribbon faders on your connected Akai Professional, Alesis, or M-Audio keyboard controller.

- **Akai Professional MAX 49:** Drum Pad Bank D Pads [6]-Players On/Off, [5/7]-Switch Mode, [10/2]-Move to Key Sig. On/Off, Faders [1-4]-Play Tab Parameters.
- **Akai Professional MAX 25:** Drum Pad Bank D Pads [5]-Players On/Off, [3/4]-Switch Mode, [1/2]-Move to Key Sig. On/Off, Faders [1-4]-Play Tab Parameters.
- **Akai Professional MPK 61 or MPK 88:** Drum Pad Bank D [6]-Players On/Off, [5/7]-Switch Mode, [10/2]-Move to Key Sig. On/Off, Knobs Bank A [K1-K4]-Play Tab Parameters.
- **Akai Professional MPK 25 or MPK 49:** Drum Pad Bank D Pads [5]-Players On/Off, [4/6]-Switch Mode, [8/2]-Move to Key Sig. On/Off, Knobs Bank A [K1-K4]-Play Tab Parameters.
- **Akai Professional MPK Mini or LPD8:** Knobs [1-4]-Play Tab Parameters.
- **Alesis QX 25, QX 49, or 61:** Knobs [K1-K4]-Play Tab Parameters.
- **M-Audio Axiom AIR 25, Axiom AIR 49, or Axiom AIR 61:** [Enter]-Players On/Off, [Left/Right]-Switch Mode, [Up/Down]-Move to Key Sig. On/Off, Knobs [1-4] with the INST./FX button next to the knobs lit-Play Tab Parameters.
- **M-Audio Axiom AIR Mini 32:** [Enter]-Players On/Off, [Left/Right]-Switch Mode, [Up/Down]-Move to Key Sig. On/Off, Knobs [1-4] in INST./FX mode-Play Tab Parameters. To set the mode to INST./FX, press the HyperControl button until the LED next to "Inst/FX" is lit.
- **M-Audio Axiom Pro 49 or Axiom Pro 61:** [Numeric Keypad 5]-Players On/Off, [Numeric Keypad 4/6]-Switch Mode, [Numeric Keypad 2/8]-Move to Key Sig. On/Off, Knobs [E1-E4]-Play Tab Parameters.
- **M-Audio Axiom Pro 25:** Knobs [E1-E4]-Play Tab Parameters.
- **M-Audio Axiom 25, Axiom 49, or Axiom 61:** Knobs [E1-E4]-Play Tab Parameters.
- **M-Audio Oxygen 25, Oxygen 49, Oxygen 61, or Oxygen 88:** Knobs [C1-C4]-Play Tab Parameters.
- **M-Audio Venom:** Knobs Bank C [1-4]-Play Tab Parameters.

Chord Player

The Chord Player lets you create chord accompaniment with smart and adjustable voicing. To activate the Chord Player:

1. Make sure you have selected the desired instrument patch in the **Instrument Bar**.
2. Set the **Players** switch to **On**.
3. Drag the **Mode** switch handle to **Chord**.

Important: Only melodic instruments can be used with the Chord Player, such as piano, guitar, etc. Drums cannot be used with the Chord Player.

The Playing Style is automatically set to default to the instrument family of the selected instrument. A Musical Style is also set by default. You can change either of these two settings as described below.

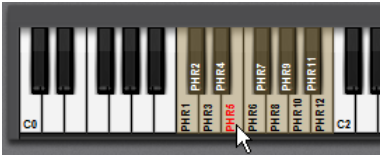
Playing Style & Musical Style Menus

The two style selections that you make here provide you with different rhythmic accompaniment patterns. Click the arrow symbol to open one of these menus.

In the **Playing Style** menu, select an instrument from the list. The selection you make here has an impact on what's available on the Musical Style local menu.

In the **Musical Style** menu, select the musical style the instrument should use. Now you can select one of the available chord phrases. This is done using the Phrase Keys.

Phrase Keys



With Chord mode active, twelve different chord phrases are available for each musical style. These can be selected using the keys in the **C1** octave of your controller keyboard or on the on-screen keyboard. On the on-screen keyboard, the phrase keys are marked by a different color. You can audition the available phrases by individually pressing each key in the C1 octave.

The chord phrase keys are used for selecting any of the available chord phrases. Available phrases are played based on the last note played. For example, if the last note played was C, all of the phrases would be based on C.

To define an octave for the resulting accompaniment phrase, you can use the On-screen Keyboard Octave buttons, described in ***On-Screen Keyboard Octave Buttons***.

Move to Key Signature (Move to Key Sig.)

When you activate this function, notes and chords you play are automatically adjusted to the global key signature that you select in the Key Signature local menu on the Control Bar.

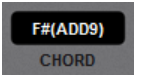
When you create chords by pressing one key and **Move To Key Sig.** is **On**, the Chord Player will create diatonically correct major or minor chord triads according to the key signature selected in the key signature local menus on the Control Bar.

For C major this would be: C major, Dsus4, D minor, Esus4, E minor, F major, Gsus4, G major, Asus4, A minor, B diminished.

When **Move To Key Sig.** is **On** and you use a second finger to play a key to the left of the first, Chord Mode will deliver additional chords that fit in the scale, such as 6th, dim7 or sus4 chords. Move to Key Signature picks the closest fitting option.

Chord Display

This display shows the chord Ignite has interpreted, based on the note(s) you are playing.



Feel Knob

Using this rotary control, you can determine the degree to which the velocity values of individual keys within a chord are randomized to create a more natural, human playing style.

Click the knob and drag upwards or downwards.

The velocity difference within the phrase increases the more you turn this knob up.

Speed Knob

The speed knob is used to determine the playback speed of the current chord accompaniment. Three speed settings are available: **Normal**, **Half**, and **Double**.

To select a speed setting**,** click the knob and drag upward or downward.

Spread Knob

Use this control to change chord voicing and the manner in which it is spread across the keyboard. Eight settings are available: **Octaves Only**, **2-Note**, **3-Note**, **Very Narrow**, **Narrow**, **Medium**, **Wide**, and **Ultra Wide**.

Click the knob and drag upwards or downwards to select one of the eight available options.

Octave Knob

Use this rotary control to select the octave range for the chord phrase. Chord voicing may be spread across more than one octave, but all will be shifted accordingly.

Click the knob and drag upward or downward to select an octave for the current chord phrase.

Using the Chord Player

Press one or more keys relating to a chord in any inversion and in any octave and the Chord Player will play the selected rhythmical pattern using those notes that it recognizes as a chord.

The Chord Player calculates this chord based on the keys that you press. If chord recognition detects more than one possible chord, it either creates a simpler chord version or uses the chord whose root key is the lowest held note.

Here is a list of all chords the player can recognize (the list refers to the root key C):

C	**Cmin**
C7	**Cmin7**
C6	**Cmin6**
Cmaj7	**Cmin(maj7)**
Caug	**Caug7**
C(b5)	**Cmin7b5**
Cmaj7b5	**Cdim**
Cdim7	**Csus4**
C7sus4	**Csus2**
C9	**Cmin9**
C(add9)	**Cmin(add9)**
C6/9	**Cmin6/9**
Cmaj9	**C7(b9)**

You can also create four different chord types in the following ways:

- Press one key only to create a major chord.
- Press one key and the next white key to the left of it to create a Major7 chord.
- Press one key and the next black key to the left of it to create a Minor chord.
- Press one key and both the next black and white key to the left of it to create a Minor7 chord.

Phrase Player

The Phrase Player utilizes short MIDI sequences called **phrases** and **fills** for various instrument categories and in a variety of musical styles. These phrases and fills are more complex than Chord Player phrases. Phrases and fills are played by pressing one key at a time.

In contrast to the Chord Player where you use the Octave knob to select an octave for defining the pitch of the accompaniment, Phrase Player lets you use all octaves keys above the C1 octave for pitch selection.

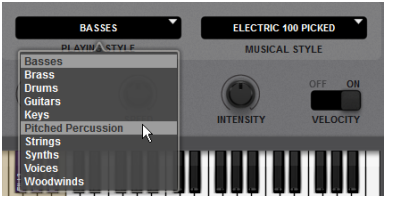
To activate the Phrase Player:

1. Make sure you have selected the desired instrument patch in the **Instrument Bar**.
2. In the **Play Tab**, set the **Players** switch to **on** and drag the mode switch handle to **Phrase**.

Note: All instruments can be used with the Phrase Player.

Playing Style & Musical Style Local Menus

The Playing Style is automatically set to default to the instrument family of the selected instrument. A Musical Style is also set by default. You can change either of these two settings as described in ***Playing Style & Musical Style Menus*** in the ***Chord Player*** section.



Phrase and Fill Keys

Each musical style contains seven phrases and five fills. Fills are introductory, intermediate, or ending phrases. Phrases and fills can be selected using the keys in the **C1** octave of your controller keyboard or on the on-screen keyboard in the Players section. On the on-screen keyboard, the phrase and fill keys are marked by different colors.

Creating Phrase Accompaniment

Audition the available phrases and fills by individually pressing each key in the C1 octave. The phrase and fill keys are only used for selecting any of the available phrases and fills, not for changing the root note of the phrase. Available phrases are played based on the last note played. For example, if C were last note played, all of the phrases would be based on C.

To select a phrase or fill, press a key in the C1 octave of your keyboard controller or click the corresponding **Phrase** key on the on-screen keyboard. Now press one key only in the desired octave to start phrase or fill playback.

Playback stops immediately when you let go of the key. Playback continues with another pitch when you press other keys, and you can, of course, select other phrases or fills during playback.

It is useful to get acquainted with the different lengths of the available fills before you actually use them. This helps you in finding a rhythmically appropriate triggering point.

Move to Key Signature

You can let the Phrase Player automatically adjust the phrases and fills you play to the key signature of the Session.

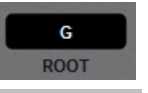
Select a global scale in the **Key Signature** local menus on the **Control Bar**. Find more information in ***Key Signature***.

To enable, set **Move to Key Signature** to **On**.

The Phrase Player will now create diatonically correct major or minor phrases according to the selected key signature.

Root Display

This display shows the root key of the currently played phrase.



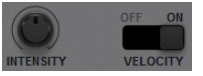
Feel Knob

Using this rotary control, you determine the degree to which the velocity values of individual keys within a phrase or fill are randomized to create a more natural, human playing style. The velocity differences within the phrase increase the more you turn this knob up.

Speed Knob

The speed knob is used to determine the playback speed of the current phrase accompaniment. Three speed settings are available: **Normal**, **Half**, and **Double**. To set playback speed, click the knob and drag upwards or downwards to the desired setting.

Velocity Switch & Intensity Knob



Usually, the velocity with which you hit keys on your Keyboard Controller has an effect on how the corresponding note, chord, or phrase sounds. The harder you hit, the more accentuated the resulting sound will be.

- **If the Velocity switch is On**, the phrase will react to the play velocity as described above. What actually happens is that the various pre-programmed velocity values inside the phrase will be increased or decreased accordingly, resulting in a corresponding sound.
- **If the Velocity switch is Off**, the velocity settings incorporated in the selected phrase will not be increased or decreased by external velocity data; no matter how hard you hit a key on your controller, it will have the same velocity.
- The **Intensity** knob adds or deducts an offset value to/from the velocity values that have been programmed into the phrase. It can thus be used to set a "fixed" velocity level that still incorporates the different velocities inherent in the phrase. Note that you must set the **Velocity** switch to **off** to achieve this.

Important:

- Depending on the instrument type used, increasing the Intensity value to the maximum sometimes seems to add additional elements to the phrase. One example of this is the Drums style **Dance A 125 4 On The Floor**. The additional Toms you hear at the maximum Intensity setting have always been part of the phrase, but will be clearly audible only now.
- These two controls are only available in Phrase mode.

Arpeggiator

An arpeggio is a chord whose individual notes are played sequentially (one after the other, not simultaneously). This player lets you create a variety of arpeggios and can also be used to play chords in a very precise, rhythmic fashion.

To create an arpeggio with the Arpeggiator:

1. Select the desired instrument in the **Instrument Bar**.
2. Set the **Players** switch to **on** and drag the **Mode** switch handle to **Arp**.
3. Use the **Speed** knob to select a note value for all notes in the arpeggio you are about to play. (The Speed knob is described in ***Speed***.)
4. Use the **Type** knob to select the kind of arpeggio you wish to create. (The Type knob is described in ***Type***.)
5. Use the **Octave** knob to select an octave range in which the arpeggio should take place (e.g., select **4**, then the chord you press will be arpeggiated once in each octave before it returns to the original octave where the cycle starts again).
   Using the **Octave** knob can also create interesting results when you use it with the **Shape** knob set to **Chord** and the **Speed** knob set to a smaller note value.

Move to Key Signature

The arpeggio can follow the global key signature of the Session. Select a global scale in the **Key Signature** local menus on the **Control Bar**. Find more information in ***Key Signature***.

To enable, set **Move to Key Signature** to **On**.

The Arpeggiator will now create diatonically correct major or minor arpeggios according to the selected key signature.

Speed

In this mode, you can use the Speed knob to select a common note value for all notes played within the arpeggio. You can select the even, dotted, and triplet variants of note values between a quarter-note and a thirty-second-note.

Click the knob and drag upward or downward to select a note value.

Type

You can use this rotary control to select one of the available arpeggio types.

Click the knob and drag upward or downward to select an arpeggio shape.

The following arpeggios shapes are available:

- **Up:** An arpeggio where all notes in the chord are played in ascending order.
- **Down:** An arpeggio where all notes in the chord are played in descending order.
- **Up and Down:** An arpeggio where all notes in the chord are first played in ascending then in descending order, but the start and end note occur only once.
- **Up then Down:** An arpeggio where all notes in the chord are first played in ascending and then in descending order, but the start and end note occur twice. Here, ascending and descending order are understood as two separate entities.
- **Play Order:** An arpeggio where the notes in the chord are played in the same order that you used when pressing the individual keys of the chord.
- **Random:** An arpeggio whose notes in the chord are triggered in a random fashion, as the name implies.
- **Chord:** No arpeggio, but rather rhythmically very precise chords.

Octave

This rotary control in Arpeggiator lets you define the number of octaves in which the arpeggio is being repeated before it returns to its starting point. Click the knob and drag upward or downward to select the number of octaves.

Edit Tab

The **Edit Tab** will provide you with the ability to edit either MIDI or Audio, depending on the clip you have selected in the arranger.

Ignite includes a Piano Roll Editor for MIDI and a Wave Editor for audio. You will see either the Piano Roll Editor or Audio Wave editor in the Edit Tab, depending on the type of clip you have selected in the Arranger.

If you have no clip selected in the Arranger you will see the following:

Piano Roll Editor

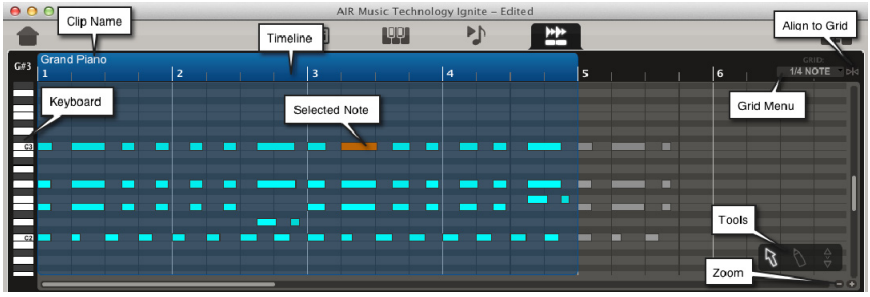
The Piano Roll editor lets you inspect, manually input and edit the note content of the clips that you create. The Piano Roll Editor is located in the Edit Tab and is shown automatically when a MIDI clip is selected in the Arranger.

Double-click a clip in the Arranger. As an alternative, you can also select a clip in the Arranger and click the **Edit Tab** at the top of the Ignite window.

Note: If you are working with an Audio clip, the Wave Editor will be shown. This is normal.

The Piano Roll editor will become visible in the tab view in the upper half of the Ignite window and display the MIDI notes and chords of the selected clip. If nothing has been recorded/input yet, the editor will be empty.

Overview of Controls in Piano Roll Editor



Piano Roll Editor in the Edit Tab

In the Piano Roll editor, notes are shown as rectangles in a similar fashion as on a real piano roll. The further a note extends to the right, the longer it will sound. The ruler at the top of the editor is the timeline. It divides time into bars and beats. It also indicates the note value that you select from the Grid menu, which is described in ***Grid Menu***.

There is a vertical keyboard to the left that can also be played to hear the sound used for the current clip. The keyboard serves as a reference to the pitch of recorded or manually input notes.

Overall clip length is indicated by a colored overlay and can be increased or decreased manually (see ***Changing the Length of a MIDI Clip***).

When you start clip playback, the **Now** line indicates the current playback position in the Piano Roll View.

Using the vertical scroll bar to the far right or a mouse scroll wheel, you can scroll the visible pitch range up or down to reveal the higher or lower key ranges of the keyboard and the respective notes.

You can also drag the **Control Bar** downwards to increase the size of the **Edit Tab** or press [F] until the editor occupies the majority of the window.

The horizontal scroll bar can be used to move the visible part of the grid along the timeline.

Using the zoom buttons in the bottom right corner of the editor, you can zoom in or out horizontally on the editor section. You can also press [ALT] and use a mouse scroll wheel.

Selecting/Deselecting Notes

Selecting or deselecting is done with the pointer tool, described in ***Editing Tools***.

To select a single note, click on its center. Selected notes get a different color.

To select a group of adjacent notes, position the pointer on an empty area next to the group, and then click and drag the mouse to select all desired notes.

To select a group of scattered notes, hold down [SHIFT] on your computer keyboard and click on the desired notes, one by one.

To deselect single previously selected notes, hold down [SHIFT] and click on the selected notes that you want to deselect.

To deselect all previously selected notes, click on an empty area within the grid.

Grid Menu

This local menu is located at the top right of the editor. To open the grid menu, click the downward pointing arrow.

By selecting a note value here, you determine the "resolution" of the grid. Each bar is divided by vertical lines that are determined by the selected note value and represent the start positions within the bar for each note of the selected type.

For example, if the Session is in 4/4 time and if you select **1/2** (half-note), you will get two lines for the two half-notes that each bar can accommodate. Selecting **1/4** (quarter-note) will create four lines for the four possible quarter-notes per bar, etc. The smallest selectable note value is sixty-fourth-note triplets.

There is an **Auto** option on the menu, which is selected by default. This lets you change grid resolution by using the editor's zoom buttons. If you zoom in, the resolution will automatically change to smaller note values. If you zoom out, the resolution will automatically change to higher note values.

The start position of each note behaves as if it were magnetic. When you input notes manually, they will start at that exact position, "snapping" to the closest note start. You can also move notes freely to other than the grid positions (see ***Overriding the Grid***).

If the grid has the focus, you can toggle between straight and triplet note resolution grid by pressing [T] on your computer keyboard.

Zooming In and Out of the Grid

Two methods are available for zooming in/out of the Piano Roll View area:

- Click the small **+** or **–** button in the bottom right corner of the Piano Roll editor. To zoom continuously, simply hold down the mouse button.
- Hold [ALT] on your computer keyboard and use a mouse scroll wheel.

Toggling between straight and triplet note grid works here as well.

Aligning MIDI Notes to the Grid

You can use the grid menu setting to correct the positions of recorded notes to the nearest exact note start positions after recording. This process is called aligning notes to grid. It can be applied to a number of selected notes within a clip or all notes within a clip.

To align notes to the grid:

1. Select the desired grid resolution in the grid menu.
2. Select the notes that you wish to align. You can select some or all notes within the clip.
3. Now click the **Align Notes to Grid** button, located to the right of the grid menu.

If you are not satisfied with the result, you can undo the process by selecting **Undo** from the **Edit** menu.

Aligning notes can also be used during recording. A special **Auto-Align Notes** button and its local menu are available on the **Control Bar**. Auto-aligning notes control is described in ***Auto Align Notes***.

Overriding the Grid

You can override note alignment and drag notes freely to other positions. To do so, hold down [CMD] (Mac) or [CTRL] (Windows), select the notes, and drag them to the desired positions.

Editing Tools

In the lower right corner of the Piano Roll editor section, you can select the tools available here by clicking on it. You can also use the keyboard shortcuts listed below.

The **pointer** moves notes forward or backward in time and upwards or downwards in pitch.

The **pencil** inputs notes manually.

Velocity increases or decreases the speed with which the keyboard key (corresponding to the note you edit) should have been played.

Using the Pointer to Change a Note's Position or Pitch

When you select this tool, the mouse pointer has an arrow shape and you can use the mouse to drag a note to a new time and/or pitch position.

The currently selected grid value applies, which means that the note will automatically be assigned to the nearest note value position within the grid.

To disable this grid alignment:

1. Select a note you want to move by clicking on its center.
2. Drag it to the desired position/pitch.
3. Let go of the mouse button when the note is in desired position/pitch.

To temporarily disable grid alignment as you move a note, press [CMD] (Mac) or [CTRL] (Windows) while dragging it. Hold [Shift] as you move notes to confine note movement to horizontal or vertical movement.

If clip playback is off, the note you drag will sound while you move it, which gives you a clear indication where you move it.

To move a group of notes:

1. Select the desired notes (described above in ***Selecting/Deselecting Notes***).
2. Click on the center of any of the selected notes and drag all notes to the desired time/pitch position.

Unless you are overriding the grid (see ***Overriding the Grid***), the currently selected note alignment value applies, which means that the note you clicked to drag the group will automatically be assigned to the nearest rhythmically correct note value position.

Important: The relative distance between recorded unaligned notes is kept intact and not changed when you move them.

If you are not satisfied with the result, you can undo the process by selecting **Undo** on the **Edit menu**.

Inputting Notes with the Pencil Tool

This tool can be used to input notes manually. When you select it, the mouse pointer changes to a pencil shape.

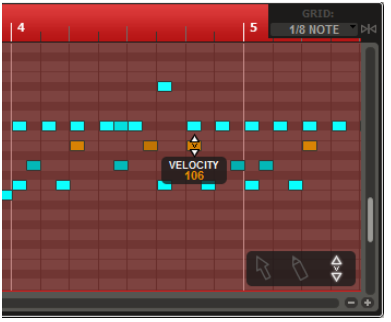
Move the pointer to the position in the grid, where you want to input a note, then click to add a note. The input note will get the length that you select from the grid menu, described above. By default, it gets a fixed velocity value of **100**.

To input a note with a length that exceeds the currently used grid setting, move the pointer to the position in the grid, where you want to input the note, then click and drag to the right for the desired note length. The resulting note gets the length of a multiple of the selected note value.

Clip length is automatically increased when you manually input notes to the right of the clip's current length.

Editing Velocity

When you play or record music with Ignite using a MIDI keyboard controller, a parameter called velocity is recorded along with the notes. Depending on how hard you hit the keys on the keyboard, the expression of the sound will change. The softer you press a key on your MIDI keyboard controller, the quieter the instrument sounds. Conversely, the harder you hit a note on the keyboard, the louder it sounds.



You can use the velocity tool to fine-tune velocity for single notes or selected groups of notes. When you select the tool and move the pointer over a note, the pointer gets a distinctive shape. Velocity has a setting range from **0** to **127**.

To adjust velocity:

1. With the **velocity** tool selected, move the mouse over the note whose velocity you wish to change.
2. Hold down the mouse button and slowly drag the mouse up or down. The velocity value changes in increments of 1 and will be shown to help you make the desired setting.

The velocity of a note is reflected by the brightness of its color; the brighter the color, the higher the set velocity.

You can also change the velocity of notes simultaneously. To set velocity for a group of notes, select the velocity tool, and select the desired notes by holding down [SHIFT] on your computer keyboard and clicking on the notes with your mouse. The velocity value of these notes can now be changed in the same manner as described above.

Important: By changing the velocity value for one of the selected notes, you increase or decrease their current velocity value by the same velocity amount.

Example:

Original Velocity	Added Value	Resulting Velocity
70	10	80
80	10	90
90	10	100

Changing Note Lengths with the Trim Tool

Using the trim tool, you can change the lengths of single or selected groups of notes.

Move the pointer to the right or left rim of the note. The pointer form changes to a square bracket (the trim tool). Click and drag the trim tool left or right to decrease or increase note length(s).

Duplicating Notes

To duplicate notes, select them first. Then press [ALT] and drag them to a new position.

Deleting Notes

You can use one of the following methods to delete single or groups of notes:

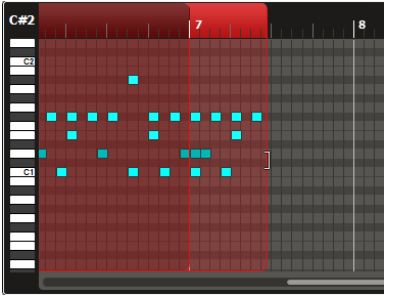
- **To delete a single note,** double-click it. It doesn't matter which of the available tools is selected.
- **To delete a group of notes,** select them first, then press [DELETE] or [BACKSPACE] on your computer keyboard.

Undo and **Redo** can be used to go back to the previous state or to undo the Undo.

Changing the Length of a MIDI Clip

Clip length can be changed in the Piano Roll view. The minimum resulting clip length cannot be smaller than 1 bar.

1. Move the pointer to the left or right rim of the clip. The pointer form changes to a square bracket (the trim tool).
2. Click and drag the trim tool left or right to adjust the start or end position of the clip. Dragging happens smoothly, but the clip boundary will snap to the nearest full bar position as soon as you let go of the mouse button. The changed length is visible both in the Piano Roll editor and in the Arranger.



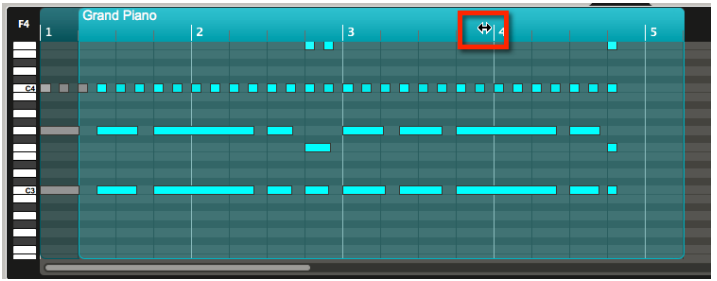
Notes outside the new clip length will not be played back, but are not deleted, as you may later want to increase clip size again. "Outside" notes can still be edited.

When you manually input notes to the left or right of the clip's current length, the clip length will automatically be increased to include them. Upon playback, the clip will begin at its new start position and loop when it reaches its new end position.

Repositioning the MIDI Clip

The MIDI clip's position in relation to its content can be adjusted in the Edit Tab.

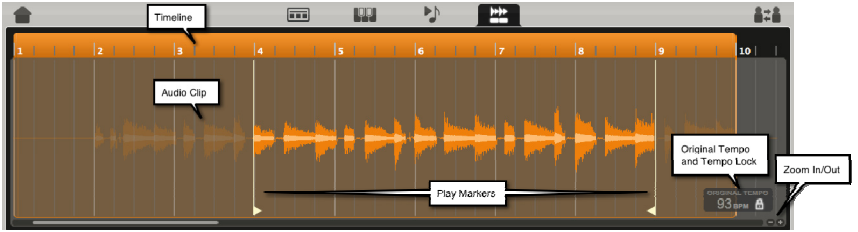
1. Move the pointer to the **Edit Tab** timeline.
2. The pointer form changes to a double-headed arrow (the clip reposition tool).



3. While holding the [SHIFT] key, click and drag the clip reposition tool left or right to move the entire clip. Dragging happens smoothly, but the clip boundary will snap to the nearest full bar position as soon as you let go of the mouse button.

Important: It is not possible to change clip length during playback.

Editing Audio



Changing the Length of an Audio Clip

Audio clip length can be changed in the Edit Tab. The minimum resulting audio clip length cannot be smaller than 1 bar.

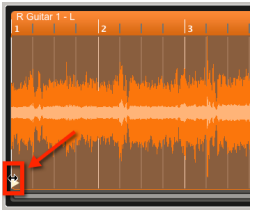
1. Move the pointer to the left or right rim of the clip. The pointer form changes to a square bracket (the trim tool).
2. Click and drag the trim tool left or right to adjust the start or end position of the audio clip. Dragging happens smoothly, but the audio clip boundary will snap to the nearest full bar position as soon as you let go of the mouse button. The changed length is visible both in the Edit Tab and in the Arranger.

Audio outside the new audio clip length will not be played back, but is not deleted as you may later want to increase audio clip size again. Upon playback, the clip will begin at its new start position and loop when it reaches its new end position.

Important: It is not possible to change clip length during playback.

Adjusting the Play Markers

Unwanted noise at the start or end of an audio clip can be silenced using the Play Area Markers.

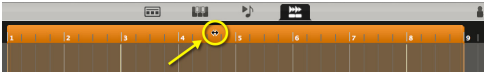


1. Move the pointer to the triangle at the bottom of the waveform. The pointer form changes to a double-headed arrow (the marker reposition tool).
2. Click and drag the marker reposition tool left or right to decrease or increase the audio clip's length.

Audio to the left of the Play Area Start Marker and right of the Play Area End Marker is dimmed and will not be heard.

Repositioning the Waveform

The audio clip's position in relation to the audio can be adjusted by bar or freely in the Edit Tab. Free repositioning is useful if, for example, an imported audio file does not start precisely on the downbeat.



1. Move the pointer inside the Edit Tab timeline. The pointer form changes to a double-headed arrow (the clip reposition tool).
2. **To move the entire clip relative to the audio by bar,** hold down the [SHIFT] key, click and drag the clip reposition tool left or right. Dragging happens smoothly, but the clip boundary will snap to the nearest full bar position as soon as you let go of the mouse button.

   To move the entire clip freely relative to the audio, hold down the [SHIFT]+[CTRL] (Windows) or [SHIFT]+[CMD] (Mac) keys, click and drag the clip reposition tool left or right. The clip boundary will stay at the position to which it is dragged when you let go of the mouse button.

Original Tempo

When you record audio into your Session, the resulting audio clip is given the same tempo as your Session. For example if you Session tempo is set to **120 BPM**, any audio your record into the same Session will be set at **120 BPM**.

Locking/Unlocking Audio Clips to the Session Tempo

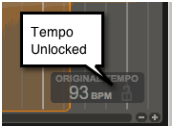
Audio clips can be locked to or unlocked from the session tempo in the **Edit Tab**. This is useful if, for example, an imported audio clip is at a different tempo to the rest of your session, or if you want to adjust the tempo later.

To unlock the tempo of a selected audio clip, click on the **lock** icon. When the tempo of a selected audio clip is unlocked, the audio clip will maintain the original tempo and not follow any Session tempo changes.

By default, the tempo of recorded audio clips in the current Session is locked. This way, if you change the overall tempo of your session, the tempo audio clips will also be changed (also called "time-stretched") to match the new tempo of your Session.

For example, the current tempo of the currently open Session is **120 BPM**, and all audio clips recorded into the Session are also locked to 120 BPM. When the tempo of the Session is changed to, say, **100 BPM**, the tempo of the entire project, including all tempo locked audio clips, will also change to the new Session tempo.

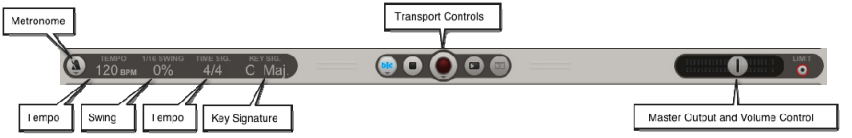
1. Double-click the **Original Tempo** field so that the current value is highlighted and type in the original tempo of the audio clip. Alternatively, click the tempo value and drag up or down with your mouse.
2. Click the **lock** icon next to the **Original Tempo** field to lock to or unlock from the session tempo.



Note: Audio recorded in Ignite is automatically locked to the session tempo, but imported audio clips are not.

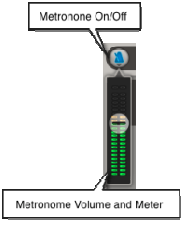
Control Bar

The **Control Bar is** the area in the center of the Ignite window. It contains elements that let you define the basic musical settings for the current Session (tempo, time signature, and key signature) as well as the controls you need to start and stop recording or playback of clips. Additional control elements on the Control Bar include overwrite/overdub, automatic note alignment, and the master volume slider/meter.



Metronome Button and Volume Control

The **metronome** button to the far left lets you turn the metronome on or off. The click follows the currently selected time signature and tempo. It sounds on each beat. The first beat in each bar is accentuated by a higher pitched click.



You can use the metronome in a couple of ways:

- **Count-in during recording:** Click the **record** button, and the metronome will automatically start playing the count-in.
- **Practice:** Simply click the **metronome** button to start or stop it.

You can adjust the metronome volume by clicking and holding the mouse (or right-clicking) over the metronome button until a slider appears, then adjust the volume higher or lower as needed.

Tempo

The current tempo of your Session in BPM (beats per minute) is displayed here. Tempo can be set in a range between **30** and **350** BPM.

To change the tempo, do one of the following:

- Double-click the **Tempo** field so that the current value is highlighted and type in a new tempo.
- Click the **tempo value** and drag up or down with your mouse.

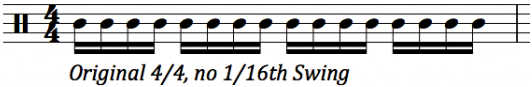
Important: When changing the Session tempo, be sure all audio clips in the project are tempo-locked. See ***Locking/Unlocking Audio Clips to the Session Tempo*** for more information.

To move the entire clip relative to the audio by bar, hold down the [SHIFT] key, click and drag the clip reposition tool left or right. Dragging happens smoothly, but the clip boundary will snap to the nearest full bar position as soon as you let go of the mouse button.

To move the entire clip freely relative to the audio, hold down the [SHIFT]+[CTRL] (Windows) or [SHIFT]+[CMD] (Mac) keys, click and drag the clip reposition tool left or right. The clip boundary will stay at the position to which it is dragged when you let go of the mouse button.

Swing

Swing is a rhythmic style in which note pairs (e.g., two consecutive eighth-notes) are played with a differing duration. Music may for example be written in 4/4 but rather be played as if it were a 12/8 with the nesting note in each eighth-note triplet remaining silent. This creates one of the many possible swing interpretations.



Original 4/4, no 1/16th Swing

Interpretation of 4/4 with 1/16th Swing

By changing the value in the **Swing** field, you can add a global swing factor to your whole Session. You can change the Swing value by typing, dragging or using the mouse wheel.

Available values range from **0** (no global swing) to **100** (strong global swing).

Time Signature

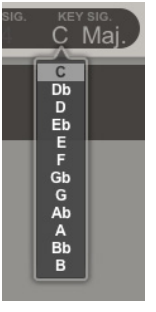
The current time signature is shown here and can be changed if there are no clips in the Arranger. The available time signatures are: **2/2**, **2/4**, **3/4**, **4/4**, **5/4**, **7/4**, **5/8**, **6/8**, **7/8**, **9/8**, and **12/8**.

To select another time signature, click on the currently selected one and select a new time signature from the local menu.

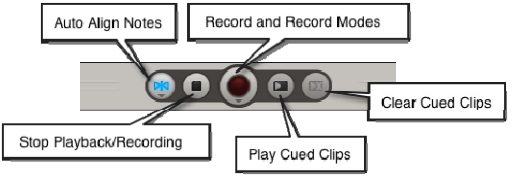
Key Signature

Ignite supports major and minor key signatures. To change the key signature for the currently loaded Session, first select the key by clicking on the **Key** (to the left) and selecting a new key from the local menu, then select either major or minor (to the right) by clicking on **Maj.** or **Min**.

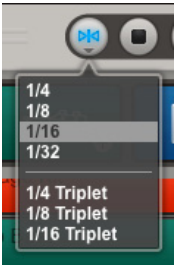
Important: New Sessions default to **C Major**, and the selected key signature is saved with the Session.



Transport Controls



Auto Align Notes



You can use this button and its local menu to automatically correct notes to exact positions during recording. This is also called **Input Quantize**.

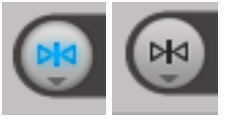
By selecting a note value on the local menu, you create an invisible grid in each bar that determines the nearest correct note start position. Notes you play during recording are then automatically placed accordingly.

Important: Auto Align Notes is on by default.

Setting and Enabling Auto Align Notes

1. Select the desired note resolution on the local menu of the button:
2. Position the mouse pointer over the **Auto Align Notes** button and hold down the mouse button. The local menu opens and you can select one of the two available resolutions. (If you have a two-button mouse, you can also use the right mouse button to open the menu.)
3. **To enable Auto Align Notes,** click the button so that its symbol turns **blue**.

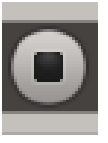
   To disable Auto Align Notes, click the button again so that its symbol is shown in **black**.



Tip: Disable **Auto Align Notes** when recording with the Players to avoid changes being made during recording.

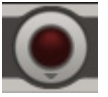
Stop All Button

Click this button to stop all playback or press the [SPACE BAR] on your computer keyboard.



Ignite's **Stop All** button is automatically mapped to the [Stop] button on supported Akai Professional, Alesis, and M-Audio keyboards.

Record Button



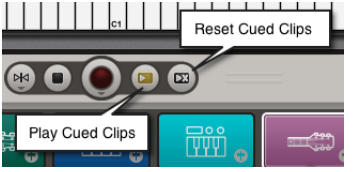
This button is used to start and stop recording, as well as selecting from one of the three different record modes. To learn more about the recording modes in Ignite, see ***Recording Modes***.

To enable recording, click the record button. The button lights up and recording starts as soon as you hit the first note during count-in. During recording, the number of bars that you record is displayed to the left in the developing clip.

To disable recording, click the record button again. Recording stops immediately and everything recorded until the end of the last fully recorded bar is kept. Hanging notes are cut off at that bar's end.

Ignite's record button is automatically mapped to the [Record] button on supported Akai Professional, Alesis, and M-Audio keyboards.

Cued Clips Controls

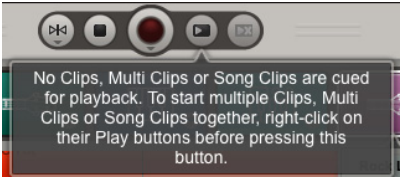


These buttons can be used to start and stop playback of several clips, Multi clips or Song clips simultaneously. They can only be used when clips have automatically or manually been selected for cued playback. Find more information in ***Using Cued Clips***.

All cued clips start to play back simultaneously when you click the play cued button or hit [SPACE BAR] on your computer keyboard.

Playback can be stopped with stop all button or by pressing the [SPACE BAR] again.

If you click the Play Cued clips button, but have not yet cued clips, you will see the following:


No Clips, Multi Clips or Song Clips are cued for playback. To start multiple Clips, Multi Clips or Song Clips together, right-click on their Play buttons before pressing this button.

Ignite's Cued Clips control is automatically mapped to the [Play] button on supported Akai Professional, Alesis, and M-Audio keyboards.

Master Output Volume Slider/Meter

The **master output volume slider/meter** is located to the far right on the **Control Bar**. It is used to control the master audio output level during playback.

The meter features an LED-type display with different colors to indicate the low/mid/high level stages. There is a **Peak** indicator that will display for three seconds.

A clipping indicator is also available. If the two single LEDs to the right in the meter light up, the signal has exceeded the maximum level and thereby caused clipping. You can reset this indicator by clicking on it. Clipping means that the signal peaks are cut off once they exceed the maximum level.

Important: Clipping may distort the output sound.

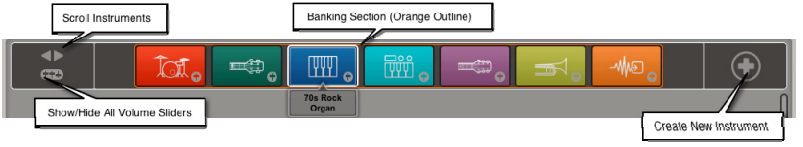
Ignite's master volume can be adjusted using the following M-Audio keyboards:

- **M-Audio Axiom AIR 49 or Axiom AIR 61:** Fader [9].
- **M-Audio Axiom Pro 49 or Axiom Pro 61:** Faders [F9].
- **M-Audio Axiom 49 or Axiom 61:** Fader [F9].
- **M-Audio Oxygen 49, Oxygen 61, or Oxygen 88:** Fader [C9].

Master Output Limiter

When you enable this button by clicking on it, the master output level is limited so that clipping does not occur. The Limiter button has a red outline when you activate it. A red dot in its middle indicates when the Limiter sets in. The brighter red the center becomes, the higher the level peaks that the Limiter receives.

Instrument Bar



The **Instrument Bar** is located at the top of the Arranger. It contains all instruments in the currently open Session.

An instrument and all clips that you have recorded with it are connected:

- If you click a clip, the corresponding instrument will be selected in the Instrument Bar.
- If you click an instrument on the Instrument Bar, all clips that have been created with it, are selected.
- Instrument families, selected patches, instrument icons in the Instrument Bar, and the clips in the Arranger are the same color.

The Instrument that is selected in the Instrument Bar is the instrument that is currently active for playing and recording. It is also the instrument that will be changed when making adjustments in Ignite's top panel.

When a Clip is selected in the Arranger, the Instrument to which it belongs is also automatically selected.

Scrolling Instruments

If you have many instruments in a Session, and they are not visible in the Instrument Bar, use the left or right arrows to display instruments that are off screen.

Assigning Clips to Different Instruments

This function lets you change the instrument that is used when playing back a clip.

1. When you click on an Instrument in the **Instrument Bar** and hold the mouse down without moving it, a "ghost" Instrument appears.
2. With the "ghost" Instrument visible, drag to any clip in the **Arranger**.
3. Release the mouse button, and the clip will be re-assigned to the instrument that you dragged it to. If the Instrument belongs to a different family, the clip color will change to reflect this.

Important: Audio clips can only be assigned to Audio Instruments, and Instrument clips can only be assigned to non-Audio Instruments.

Banking for Supported Keyboard Controllers

If a supported Akai Professional, Alesis, M-Audio keyboard is connected to Ignite, an orange box is shown around the group of instruments that the volume and pan controls on the keyboard are currently adjusting – this is referred to in Ignite as a "bank."

The bank will automatically switch to include the currently selected instrument. The number of instruments in a bank is determined by the number of controls on the connected keyboard.

Using Shortcuts in the Instrument Bar

For a full list of keyboard shortcuts in the Instrument Bar, see ***Keyboard Shortcuts***.

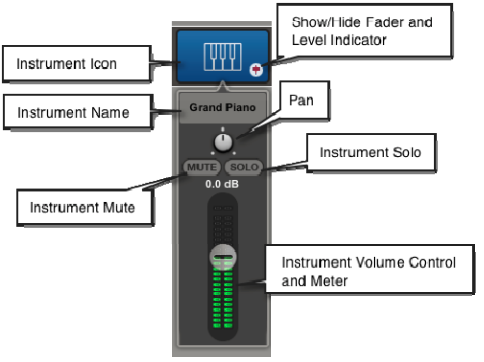
When the Instrument Bar has focus (see ***Focus***), it can be navigated using the following Akai Professional and M-Audio keyboards:

- **Akai Professional MAX 49:** Drum Pad Bank D Pads [5/7]-Previous/Next Instrument, [12/4]-Previous/Next Bank, [2/10] and Fader Buttons [9-16]-Show/Hide Fader.
- **Akai Professional MAX 25:** Drum Pad Bank D Pads [3/4]-Previous/Next Instrument, [2/1] and Fader Buttons [9-12]-Show/Hide Fader.
- **Akai Professional MPK 61 or MPK 88:** Drum Pad Bank D Pads [5/7]-Previous/Next Instrument, [12/4]-Previous/Next Bank, [2/10] and Fader Buttons Bank A [S1-S8]-Show/Hide Fader.
- **Akai Professional MPK 49:** Drum Pad Bank D Pads [4/6]-Previous/Next Instrument, [12/10]-Previous/Next Bank, [2/8] and Fader Buttons Bank A [S1-S8]-Show/Hide Fader.
- **Akai Professional MPK 25:** Drum Pad Bank D Pads [4/6]-Previous/Next Instrument, [12/10]-Previous/Next Bank, [2/8]-Show/Hide Fader.
- **M-Audio Axiom AIR 49 or Axiom AIR 61:** [Left/Right]-Previous/Next Instrument, [Bank]+[Left/Right]-Previous/Next Bank, [Down/Up] and Fader Buttons [1-8 Green]-Show/Hide Fader. Press [SELECT TRACK] to switch the Fader Buttons between Show/Hide (Green), Mute (Red) and Solo (Yellow).
- **M-Audio Axiom AIR 25:** [Left/Right]-Previous/Next Instrument, [Bank]+[Left/Right]-Previous/Next Bank, [Down/Up]-Show/Hide Fader.
- **M-Audio Axiom AIR Mini 32:** [Left/Right]-Previous/Next Instrument, [Enter]+[Left/Right]-Previous/Next Bank, [Down/Up]-Show/Hide Fader.
- **M-Audio Axiom Pro 49 or Axiom Pro 61:** [Numeric Keypad 4/6]-Previous/Next Instrument, [F7/F6]-Previous/Next Bank, [8/2] and Fader Buttons [S1-S8]-Show/Hide Fader. Press S9/S18 to switch the Fader Buttons between Show/Hide, Mute and Solo.
- **M-Audio Axiom 49 or Axiom 61:** [<Track/Track >]-Previous/Next Bank, Fader Buttons [F1-F8]-Show/Hide Volume, Fader Buttons. Press F9/F18 to switch the Fader Buttons between Show/Hide, Mute and Solo.
- **M-Audio Axiom 25:** [<Track/Track >]-Previous/Next Bank.
- **M-Audio Oxygen 49, Oxygen 61, or Oxygen 88:** [<Track/Track >]-Previous/Next Bank, Fader Buttons [C1-C8]-Show/Hide Volume.
- **M-Audio Oxygen 25:** [<Track/Track >]-Previous/Next Instrument.

Volume, Pan, Mute, Solo and Additional Controls (Fader)

A volume slider with additional controls is available for each instrument used in the Session by clicking on the small slider icon located in the lower right hand corner of the instrument icon in the **Instrument Bar**.

You can view all volume sliders by clicking on the **Show/Hide all Volume Sliders** icon located to the left of the Instrument Bar.



Instrument Name

By default, this shows the name of the Instrument selected in the **Choose Tab**. To change the name, double-click it, type the new name, and press [RETURN]. If the name has been manually changed, it will be retained even if the instrument is replaced via the Choose Tab.

Instrument Volume Control

The volume slider allows you to control the level of the instrument. The current level is displayed above in decibels (**dB**).

An instrument's volume can be adjusted using the following Akai Professional, Alesis, and M-Audio keyboards.

- **Akai Professional MAX 49:** Faders [9-16].
- **Akai Professional MAX 25:** Faders [9-12].
- **Akai Professional MPK 49, MPK 61, or MPK 88:** Faders Bank A/B/C [F1-F8].
- **Akai Professional MPK 25:** Knobs Bank B [1-12].
- **Alesis QX 49 or QX 61:** Faders [S1-S8].
- **M-Audio Axiom AIR 49 or Axiom AIR 61:** Faders [1-8].
- **M-Audio Axiom AIR 25:** Fader.
- **M-Audio Axiom AIR Mini 32:** Knobs [1-8] in Volume mode. To set the mode to Volume, press the HyperControl button until the LED next to "Volume" is lit.
- **M-Audio Axiom Pro 49 or Axiom Pro 61:** Faders [F1-F8].
- **M-Audio Axiom Pro 25:** Knobs [E1-E8] with [F1-F4] button lit.
- **M-Audio Axiom 49 or Axiom 61:** Faders [F1-F8].
- **M-Audio Axiom 25:** Fader.
- **M-Audio Oxygen 49, Oxygen 61, or Oxygen 88:** Faders [C1-C8].
- **M-Audio Oxygen 25:** Fader [C9].
- **M-Audio Venom:** Knobs Bank E [1-2].
- **M-Audio Keystation Mini 32, Keystation 49es, KeyRig 49, KeyStudio:** Fader / Knob.

Pan

The pan knob lets you set the position of the sound within the stereo panorama. "C" indicates the center position.

An instrument's pan position can be adjusted using the following Akai Professional and M-Audio keyboards.

- **Akai Professional MAX 49:** Faders [17-24].
- **Akai Professional MAX 25:** Faders [13-16].
- **Akai Professional MPK 49, MPK 61, or MPK 88:** Knobs Bank B/C [K1-K8].
- **M-Audio Axiom AIR 49 or Axiom AIR 61:** Knobs with the MIX button next to the knobs lit.
- **M-Audio Axiom AIR 25:** Knobs with the MIDI button next to the knobs lit.
- **M-Audio Axiom AIR Mini 32:** Knobs [1-8] in Pan mode. To set the mode to Pan, press the HyperControl button until the LED next to "Pan" is lit.
- **M-Audio Venom:** Knobs Bank F [1-2].

Mute and Solo

Using the two buttons below pan, you can mute the instrument and all related clips (**Mute**) or solo the instrument and all related clips (**Solo**).

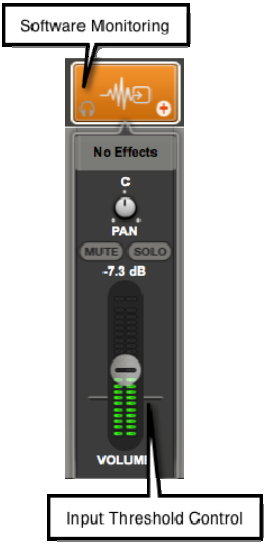
Tip: You can also mute individual clips by using the **clip mute** button (see ***Clip Controls***).

An instrument's Mute and Solo state can be adjusted using the following Akai Professional and M-Audio keyboards.

- **Akai Professional MAX 49:** Fader Buttons [1-8]-Mute, [17-24]-Solo.
- **Akai Professional MAX 25:** Fader Buttons [1-4]-Mute, [5-8]-Solo.
- **Akai Professional MPK 49, MPK 61, or MPK 88:** Fader Buttons Bank B [S1-S8]-Mute, Bank C [S1-S8]-Solo.
- **M-Audio Axiom AIR 49 or Axiom AIR 61:** Fader Buttons [1-8 Red]-Mute, [1-8 Yellow]-Solo. Press [SELECT TRACK] to switch the Fader Buttons between Show/Hide (Green), Mute (Red) and Solo (Yellow).
- **M-Audio Axiom AIR 25:** Fader Button [Red]-Mute, [Yellow]-Solo. Press [MUTE/SOLO/RECORD] to switch the Fader Button between Show/Hide (Green), Mute (Red) and Solo (Yellow).
- **M-Audio Axiom Pro 49 or Axiom Pro 61:** Fader Buttons [S1-S8]. Press S9/S18 to switch the Fader Buttons between Show/Hide, Mute and Solo.
- **M-Audio Axiom Pro 25:** [F4]-Solo, [F4] with [F1-F4] button lit-Mute.
- **M-Audio Axiom 49 or Axiom 61:** Fader Buttons [F1-F8]. Press F9/F18 to switch the Fader Buttons between Show/Hide, Mute and Solo.
- **M-Audio Axiom 25:** [Solo], [Mute].

Additional Controls for Audio Instruments

Audio instruments include two additional controls on their fader strips.



Software Monitoring

Clicking on the **Software Monitoring** button allows you to hear your incoming audio through any effects that have been added in the Effects Sub-Tab (see ***Working with Effects***).

Important: The Effects can be heard, but they will not be recorded into the clip. This is useful if you are recording, for example, a singer who wants to hear their voice with some reverb but you want to make adjustments later.

It is best to only turn **Software Monitoring** on when monitoring through headphones. This ensures that your sound will not produce feedback.

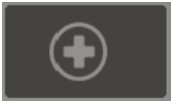
Important: If you hear a significant delay when Software Monitoring is turned on, try reducing the Buffer Size (see ***Buffer Size***).

Input Threshold Control

As with recording a MIDI instrument, Ignite will only start recording when it senses input either from your connected Akai Professional, Alesis, or M-Audio keyboard controller, or from an audio input source. The Input Threshold Control allows you to determine how sensitive the audio input detection is so that if you are recording quiet audio sources, all of the recorded audio will be captured.

To raise or lower the Input Threshold, click and hold either of the two lines that appear on either side of the meter and drag to the desired position. Raising the level increases the input sensitivity, which is useful for recording very quiet audio sources. Lowering the level decreases the input sensitivity, which useful for recording noisy audio sources.

Add New Instrument / Change Instrument Patch



Click this button on the **Instrument Bar** to create a new instrument. A new instrument with a piano sound is created on the Instrument Bar.

If you want to change the instrument, select the desired instrument family, category and patch in the **Sounds Browser**, as described in ***Changing Instruments***.

Recording

You can record both MIDI and Audio clips in Ignite. The process is about the same for both, with some additional steps for recording audio.

Recording Instruments

1. Select the instrument you would like to record a musical idea with from the available instruments in the **Instrument Bar** by clicking on the desired instrument with your mouse.

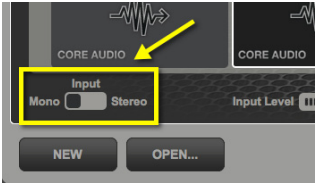
   Tip: For information about creating and editing instrument sounds see, ***Selecting an Instrument Sound*** and ***Editing Instrument Sounds***.

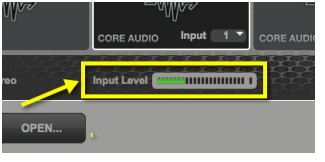
2. When you are ready to record, click the **Record** button in the center of the **Control Bar**.
   - If this is the first clip you are recording in a new Session, you will hear the metronome count-in, and a count-in appear on your screen until you begin playing
   - If you already have clips recorded into the currently open Session, you will hear the metronome count-in, and a one-measure count in will appear on your screen. Recording will begin at the end of the count-in measure.

3. To stop recording, click the **Stop All** button in the **Control Bar** or press [SPACE BAR] on your computer keyboard. The recorded clip is shown in the **Arranger**.

Recording Audio

Recording audio generally follows the same steps above.





1. Open the **Home View** and select **Audio Setup**.
2. Select the input device you would like to use for recording audio by clicking on the desired input.
3. Select if you want to record a **mono** or **stereo** input:
4. If you select **Stereo**, both left and right (or inputs 1 and 2) inputs will be recorded into a single clip.

   If you selected **Mono** input, click on the local menu of the selected input device to select the input you want to record.

   Note: Ignite can record up to two inputs of audio only.
5. Check the input level by playing your instrument or speaking into the microphone (whichever you are recording).
6. Close the **Home View** when you have finished making your settings.
7. Select an Audio Instrument (see ***Working with Audio Instrument Presets***).
8. Locate the added audio instrument preset in the **Instrument Bar** and open the fader to adjust the input threshold, if needed (see ***Input Threshold Control***).

9. When you are ready to record, click the **Record** button in the center of the **Control Bar**.
10. If this is the first clip you are recording in a new Session, you will hear the metronome count-in, and a count-in appear on your screen until you begin playing

    If you already have clips recorded into the currently open Session, you will hear the metronome count-in, and a one-measure count in will appear on your screen. Recording will begin at the end of the count-in measure.
11. To stop recording, click the **Stop All** button in the **Control Bar** or press [SPACE BAR] on your computer keyboard. The recorded clip is shown in the **Arranger**.

Recording Modes

Typically, each time you record your performance in Ignite, a new clip is created in the Arranger. Ignite includes two additional modes that are useful for other types of recording:

- **Record a New Clip** is the default mode for Recording, where a new clip is created each time you record.
- **Replace the Selected Clip's Content** is a Recording mode you can use when you want to complete replace ("record over") the currently selected clip.
- **Add to Selected Clip's Content** is a Recording mode you can use when you record more notes to a currently selected clip.

Position the mouse pointer over the **Record** button and hold down the mouse button. The local menu opens and you can select one of the three available recording modes. If you have a two-button mouse, you can also use the right mouse button to open the menu.

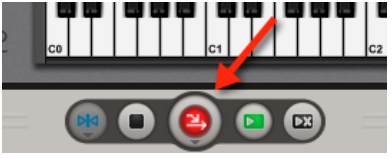
Note: These Record Modes are for MIDI clips only. **Replace the Selected clip's Content** and **Add to Selected Clip's Content** will not work with audio clips.

Using Replace the Selected Clip's Content Mode

1. Select the clip you want to use in the Arranger
2. Select Replace clip Content from the local menu and click the button to enable the record mode.
3. Click the record button. The content of the current clip is deleted and you get a visible and audible count-in.
4. Start recording new clip content.
5. The clip will retain its original length and will loop.

Note: During recording in overwrite mode, all previously recorded content of the clip will be deleted as soon as the loop starts again, which lets you start with a clean slate.

Using Add Notes to Clip Mode



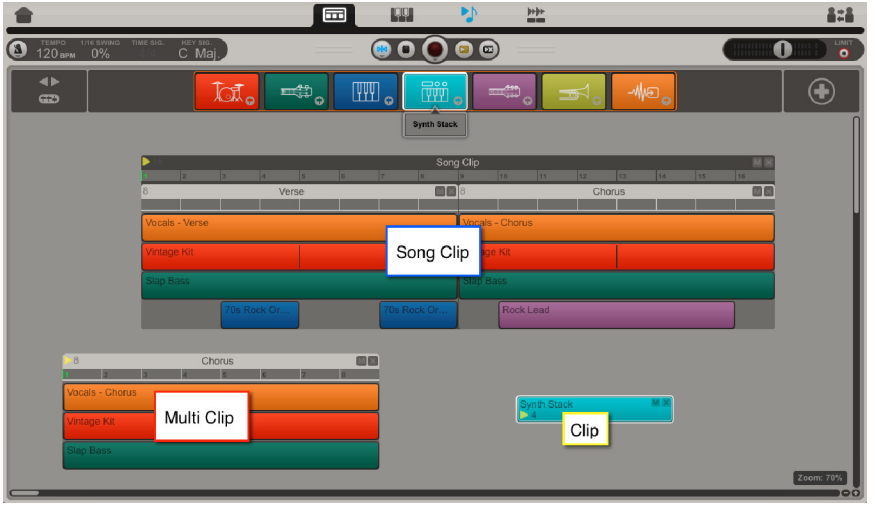
1. Select the clip you want to use.
2. Select Add Notes to clip from the local menu and click the button to enable the record mode.
3. Click the record button. You will get a visible and audible count-in.
4. Start recording additional clip content. The clip content will loop and you can add additional notes on each pass until you stop recording. Clip length remains unchanged. If the clip is already playing back when you click the record button, you will only get an on-screen count-in but no metronome sound.

Working with Clips and the Arranger

The Arranger is located in the lower half of the Ignite window. It has two sections: the **Instrument Bar** at the top of the Arranger and the **Arranger** pane. This is where the recorded clips are shown.

The Arranger can be used both as an idea pool and as a workbench where you create your arrangement by recording, arranging and grouping clips for separate or synchronized playback.

Types of Clips



Arranger shown maximized with examples of clips, Multi clips and Song clip

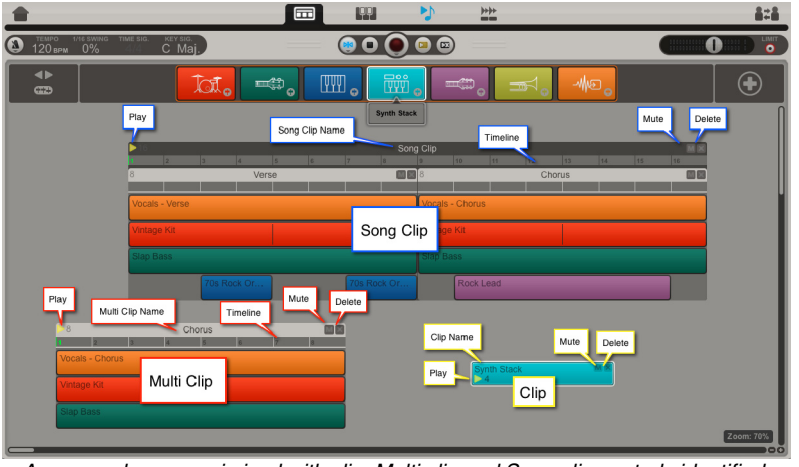
A **clip** is a container for your recorded performance. In other words, it contains the audio or notes that you have either recorded or, in the case of MIDI, manually input via the Piano Roll editor.

For **MIDI** clips, a clip also contains MIDI performance data such as velocity (how hard or fast you play the keys on your keyboard), pitch bend (a continuous pitch change that you introduce by using the pitch bend wheel) and modulation (generated by using the modulation wheel on your keyboard). For basic information about MIDI data, see ***Basic Concepts***.

Ignite contains three basic types of clips:

- **Individual clip:** Notes and performance data recorded for one instrument.
- **Multi clip:** Several individual clips that you have grouped manually (see ***Creating Multi Clips***).
- **Song clip:** Several Multi clips, grouped manually (see ***Creating Song Clips***).

Clip Controls



Arranger shown maximized with clip, Multi clip and Song clip controls identified.

Play

Ignite provides a number of different playback methods for playing back individual, Multi, or Song clips. For more information see, ***Playing Clips, Multi Clips, and Song Clips***.

A clip's **Play** button can be switched using the [Loop] button on supported Akai Professional, Alesis, and M-Audio keyboards.

Mute

Each individual clip, Multi clip, or Song clip can be muted. To mute a clip, click its **Mute** button located at the top right.

Individual clips show this when you move the mouse cursor on top of them. Multi and Song clips have a common Mute button for muting all contained clips.

Tip: Individual clips contained in Multi clips can be muted.

Delete

Each individual clip, Multi clip, or Song clip can be deleted. To delete a clip, click its **Delete** button located at the top right.

Individual clips show this when you move the mouse cursor on top of them. Multi and Song clips have a common Delete button for deleting all contained clips.

Tip: Individual clips contained in Multi clips can still be deleted individually.

Creating Multi Clips

Individual clips can be arranged in groups as Multi clips. Multi clips have a common play/stop button and common mute and delete buttons.

To create a simple Multi clip:

1. Record two clips using different instruments. Clips can have any length, but for this example record clips of the same length. (Selecting an instrument is described in ***Selecting an Instrument Sound*** and recording is described in ***Recording Instruments***.)
2. Drag any clip to any other clip so that their edges are touching. A white box appears indicating that the clips will be grouped to form a Multi clip. Release the mouse to confirm.

You have now created a Multi clip with a common header that contains a **play/stop**, a **mute**, and a **delete** button.

Arranging the Clips in a Multi Clip

You can change the arrangement of individual clips in the Multi clip. You can move clips either horizontally or vertically or re-order and re-arrange. The Multi clip will automatically be resized according to the new arrangement.

When placing clips between other clips, the left edge of the clip that you are dragging is used to determine the placement when releasing the mouse. An orange horizontal or vertical line will show you the direction in which any existing clips will be pushed to make space for the new clip.

Note: When you reposition a clip within a Multi clip, it will snap to the nearest full measure of the other clips in the Multi clip.

Creating Song Clips

You can group Multi clips to create a Song clip, which is useful when you want to arrange a more complex song. All principles outlined in the previous paragraphs for creating and arranging the content of Multi clips also applies to Song clips. You can also always change Multi clips within a Song clip by adding, removing or by repositioning individual clips.

Playing Clips, Multi Clips, and Song Clips

Ignite provides two different playback methods for playing back individual, Multi, or Song clips. You can manually play individual clips, Multi clips, and Song clips by clicking on their individual play buttons or you can enable them to all play together automatically. Both methods will be explained in this section.

Manually Playing Back Individual Clips, Multi Clips, and Song Clips

To start play back of an individual clip, Multi clip, or Song clip, click the play button for the desired clip, Multi clip, or Song clip. The clip, Multi clip or Song clip will begin to play back and will loop until you stop playback.

To stop play back of an individual clip, Multi clip, or Song clip, click the clip, Multi clip, or Song clip play button again. Playback can also be stopped using the **Stop All** button on the Control Bar, or by pressing [Space Bar] on your computer keyboard.

It is also possible to start several single clips or Multi clips successively by clicking their respective **play** buttons. Each clip or Multi clip playback will start on the next bar to sync with the currently playing clip or Multi clip. You can stop playback of all clips by using the **Stop** button, or by pressing [Space Bar] on your computer keyboard.

Using Cued Clips

In Ignite, you can preselect multiple individual, Multi, or Song clips to start playing at the same time. This is called Cued Clips playback. This is the default playback mode when you record a new part or create a Multi clip or Song clip from individual clips that are in this playback mode.

To enable/disable this playback mode for clips, Multi clips, and Song clips:

1. [SHIFT]+Click or right-click the play button of each clip that you want to cue for playback. The buttons of the selected clips and the play cued clips button in the Control Bar will begin to flash slowly.
2. Start playback by clicking the **Play Cued Clips** button in the **Control Bar**. You can also press the [SPACE BAR] on your computer keyboard.
3. All cued clips will begin to play.
4. To stop playback, click the **Stop All** button or press the [SPACE BAR] again.

Clips are automatically set to this mode:

- Immediately after a new clip is recorded.
- When a new clip is created in the Piano Roll Editor.
- When a cued clip is connected to another clip to create a Multi clip.
- When the Play Cued state of the second clip does not matter.
- When a cued Multi clip is connected to another Multi clip to create a Song clip.

Now Line

The **Now Line** is a white vertical line that appears in each clip type during playback. It indicates the current playback position.

Positioning the Now Line

You can position the Now Line in Multi and Song clips, which lets you define a play back start position.

To do this, click the desired playback start position on the Timeline (see ***Timeline***). The Now Line will jump to the nearest full bar position and the corresponding bar number will light up in green.

When you start playback, it will now start from the new position and when you stop playback, the Now Line jumps back to this start position.

Important:

- Setting a playback start position can only be done in one Multi clip/Song clip at a time.
- **Replace Clip Content** and **Add to Clip Content** modes are disabled when you set playback start to any other position than Bar 1.

Timeline

When you create a Multi or Song clip, a horizontal timeline will appear just below the header. This indicates the start of all bars in the Multi clip and/or Song clip.

Renaming Clips

Each clip you record automatically gets the name of the instrument sound patch you used while recording it. Multi and Song clips are automatically named **Multi clip** and **Song clip** when you create them.

To rename a clip, Multi clip, or Song clip:

1. Double-click its name to select it.
2. Enter a new name.
3. Press [RETURN] on your computer keyboard.

Duplicating Clips and Multi Clips

Clips and Multi Clips in Ignite's Arranger can be duplicated using the computer keyboard or mouse.

To duplicate a clip using the computer keyboard, select the clip and press [CTRL]+[D] (Windows) or [CMD]+[D] (Mac) on your computer keyboard. The duplicated clip will appear to the right of the original clip.

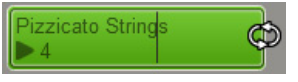
When a single clip is duplicated in this way, a new Multi clip is created containing the original and duplicated Clip. When a single Multi clip is duplicated, a new Song clip is created containing the original and duplicated Multi clip.

To duplicate a clip or Multi clip using the mouse, press [ALT] and drag the selected clip or Multi clip to a new location. If the position is invalid, the mouse cursor will change to a no entry sign and the clip or Multi clip will not be duplicated.

Looping Individual Clips

This function lets you quickly loop an individual clip in part, fully, or many times. Looping clips is handy, when you create an arrangement that contains clips with persistently repeated patterns, such as a drum or percussion pattern, an ostinato bass pattern, a chord sequence, etc.

1. When you position the mouse pointer over the bottom right edge of a clip, the pointer changes its appearance and becomes a **loop symbol**.



2. With the loop symbol visible, click and drag to the right to create one or several loops. If the clip you are looping is more than one bar long, you can create a partial loop in 1-bar increments.

When you create loops within a Multi clip or Song clip, the Multi clip or Song clip container is automatically resized, if necessary.

Important:

- Editing the content of the original clip will also change the content of its loops.
- When you trim the original clip, the loops will be trimmed as well.

Shortening and lengthening a clip without looping its content can be done in the Piano Roll editor (see ***Changing the Length of a MIDI Clip***).

You can use **Undo** and **Redo** when using this function.

Assigning Clips to Different Instruments

To change the instrument that is used when playing back a clip:

1. Click a clip and hold the mouse down without moving it. A "ghost" clip appears.
2. With the "ghost" clip visible, drag to any Instrument in the **Instrument Bar**.
3. When the mouse is released, the clip will be re-assigned to the instrument that you dragged it to. If the instrument belongs to a different family, the clip color will change to reflect this.

Important: Audio clips can only be assigned to Audio Instruments indicated by a waveform, and Instrument clips can only be assigned to non-Audio Instruments.

Exporting and Sharing Your Music

Ignite offers various ways for you to export and share your music with other people, or transfer it for further use in a Digital Audio Workstation (DAW). All of this can be done in Ignite's **Share Tab**, which lets you:

- Share your Session file with a friend via e-mail.
- Create an audio file of your music.
- Export your music as a MIDI file to use with another DAW.
- Directly share your music on SoundCloud and—via this platform—also on other social network platforms.

To open the Sharing Tab, click the **Share Tab** icon on the top right of the **Tab Bar**.

Important: Exporting and sharing options work on one selected clip (individual, Multi, or Song clip) at a time. If you want to share your complete Session, create a complete arrangement inside one Multi or Song clip, before you share it (see ***Recording***).

Sharing on SoundCloud

SoundCloud is a free online service that allows registered users to post and share songs with friends and family online. You can post your music to popular online social networks directly from Ignite to your SoundCloud account. To learn more about SoundCloud, visit **soundcloud.com.**

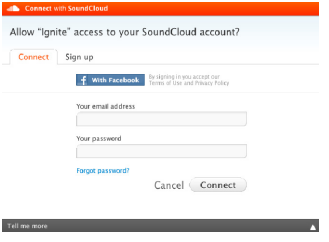
Important: You must have an active Internet connection in order to use this feature in Ignite.

To begin sharing, simply click on the **SoundCloud** icon in the **Share Tab**. You will need to connect Ignite to your SoundCloud account by logging in, or creating, your SoundCloud account. Click the **Continue** button to proceed.

Connecting to Your SoundCloud Account

If you already have a SoundCloud account, all you have to do is log in to your account to connect when prompted.

If you do not have a SoundCloud account, and would like to sign up, click on the **Sign Up** tab.



Why do I need to sign into my SoundCloud account through Ignite?

By signing in, Ignite can directly upload your music to your SoundCloud account. Your e-mail address will be kept private and you can disconnect Ignite in your SoundCloud account settings or by clicking the **Log Out** button in any of Ignite's SoundCloud pages.

Track Info, Tags, File Type, and Sharing on Social Media

After you login to your SoundCloud account and select the clip, Multi clip, or Song clip from the currently open Session you want to share, you will see the above appear in the Share Tab.

Track Information

- **Title:** Enter the title you want to use for the track you are uploading. You must enter a title in order to upload to SoundCloud.
- **Tags:** Enter the tags you would like to use to describe your track. Tags also help other SoundCloud members find and discover music. Tags are optional.
- **License:** Specify the license for the track. The default setting is **No Rights Reserved**.

File Quality
You can choose **WAV 44.1kHz 16-bit** or **WAV 48kHz 24-bit**.

Social Network Options
When you upload a track to SoundCloud you can choose to also send automatic "push" notifications to your other linked social media accounts. You must configure these settings using the account management tools at **soundcloud.com** first before being able to share on these and other social networks.

Once you have configured your social networks, you can choose to automatically publish your track from Ignite to those other networks via SoundCloud.

Note: To share your track on social networks, you must make your track "public." If you choose to make your track private by selecting the **Private** option, it will not post to your selected social networks.

Uploading Your Track

After you have entered your information and selected your options, click **Continue**. The selected clip, Multi clip or Song clip will be bounced and uploaded to SoundCloud. You will be notified once the upload has completed.

Note: WAV files can be quite large. Depending on your internet connection, the upload may take several minutes.

Note: After uploading, it may take a few minutes for your song to be available. If you don't see your song appear on SoundCloud or selected social networks right away, wait a few minutes for the file to be processed by SoundCloud and try again.

Export an Audio File

To export an audio file from the currently open Session:

1. Select the **Audio** option by clicking on its icon.
2. You will be asked to select a clip, Multi clip, or Song clip in the **Arranger**. Select the desired clip and click **Continue**.
3. The next page opens in the browser where you can select the quality of the file that you will create and add a title. When you have done so, click the **Continue** button.
4. A standard **Save** dialog appears, where you can save the resulting audio file.

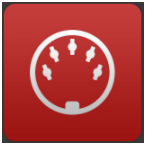
Export for DAW

Use this option to export a folder containing a separate audio file for each Instrument. This is useful if you want to take the audio output of your Session and continue working in a traditional digital audio workstation.

1. Select the **DAW** option by clicking on its icon. You will be asked to select a clip, Multi clip, or Song clip in the **Arranger**.
2. Select the desired clip and click **Continue**.
3. The next page opens in the browser where you can select the quality of the files that you will create. When you have done so, click the **Continue** button.
4. A standard **Save** dialog appears, where you can save the resulting folder of audio files. The folder will be named using the format **YY_MM_DD_HHMM Session Name Stems** and will also include a text file containing the Session name, tempo, time signature, and key signature.

To import the files into your DAW, refer to the software's documentation.

Export a MIDI File



To create a MIDI file:

1. Select the **MIDI** option by clicking on its icon.
2. You will be asked to select a clip, Multi clip, or Song clip in the Arranger. Select the desired clip and click **Continue**.
3. A standard **Save** dialog appears, where you can save the resulting MIDI file.

Important: Only MIDI clips can be exported as MID files.

Sharing via E-mail

Note: If you do not have an e-mail application installed on your computer, a message will appear on the screen.

To send the currently open Session via e-mail from Ignite:

1. Select the **E-mail** option by clicking on its icon.
2. Click **Continue**.
3. A **Save As…** dialog box will appear, prompting you to save the Session. Name your Session, choose the location you would like to save it, and click **Save**.
4. Your default e-mail client will automatically launch (if not already open), and a new e-mail message will be created with the recently saved Ignite Session file attached.
5. Enter the e-mail address of the person(s) you want to send the Session to and complete the rest of the e-mail.
6. Send the e-mail.

Tempo-Sync

Where required, Ignite automatically synchronizes with Akai Professional and M-Audio keyboard controllers to ensure that additional hardware features can be used.

- **Akai Professional MAX 25 and MAX 49:** Pad Roll, Sequencer, and Arpeggiator
- **Akai Professional MPK 25, MPK 49, MPK 61, and MPK 88:** Pad Roll and Arpeggiator
- **M-Audio Axiom AIR 25, Axiom AIR 49, and Axiom AIR 61:** Pad Roll

For more information on these features, refer to the documentation that came with your keyboard controller.

Basic Concepts

Using Ignite, you can record MIDI data. Here's a short introduction of this data type and related technologies that are used in Ignite. If you know about them already, you can skip this section.

MIDI Data

MIDI is an abbreviation for **Musical Instrument Digital Interface** and a standard communication protocol that enables communication between a great variety of musical instruments, controllers, computers, mixers, etc.

MIDI devices send and/or receive MIDI Event messages that can contain a wide variety of different information.

The MIDI data you create when you play your keyboard and record your play with Ignite will contain information about which key you have pressed on your keyboard, when you did that during the recording, how long you did it and with what amount of force, etc.

MIDI can create and transport much more data than that. If the connected devices support it, MIDI can transfer data about volume, stereo panorama position, used sound patch, vibrato, velocity, pitch bend, and much more.

Note Alignment

Note Alignment (sometimes also called **quantization**) is a process that lets you automatically correct recorded or manually input MIDI notes to exact rhythmic positions. This is done by introducing a "magnetic" grid. The width can be set to a variety of commonly used even or triplet note values. The actual alignment process can either occur during recording (called "auto-alignment") or at any other time.

In both cases, you select a note value on the respective local menu and thus determine the "resolution" of the grid. As a result, each bar is divided by vertical lines (also visible in the Piano Roll editor). These represent all available rhythmically correct start positions within the bar for each possible note of the selected type. If you select **1/2** (half-note), you will get two lines for the two half-notes that would fit in each bar. Selecting **1/4** (quarter-note) will create four lines for the four possible quarter-notes per bar, etc.

When note alignment is activated, each available note start position behaves as if it were magnetic. Notes that occur somewhere between two of these lines, are automatically repositioned to the one nearer to the original note position.

Important: This process can be undone if you apply note alignment *after* the actual recording, but **Undo** will not be available if you apply auto-alignment *during* recording as this auto-corrects the note positions as they are recorded (i.e., there are no previous note positions available).

Depending on your intention and playing style, recording with auto-alignment activated can sometimes lead to unintended results. But if you want rock-solid timing, alignment may be the tool of your choice.

When you input notes manually, they will automatically start at a rhythmically exact position. You can also move notes freely to other than the grid positions (see ***Overriding the Grid***).

HyperControl

HyperControl is a technology for automatic assignment of recording software controls to controller hardware, used in M-Audio keyboards. Hypercontrol automatically assigns the available controls (knobs, buttons, sliders, pads) on your M-Audio keyboard to functions in your recording or instrument software. Tedious and time-consuming assignment by hand is not necessary anymore.

As a two-way communication protocol, HyperControl always updates and synchronizes the current status of all assigned software and hardware controls.

If you load a new instrument preset in Ignite, its main editing controls are automatically assigned to the controls on the mentioned keyboard hardware and you can start editing right away.

Editing can be done both from within the software and from the keyboard's controls and is directly visible in Ignite's instrument editor and on the keyboard's display.

HyperControl offers additional functionality. To be able to use it, please read the documentation that came with your HyperControl-compatible keyboard.

Keyboard Shortcuts

Items marked * refer to these products only: Akai Professional **MAX 25** and **MAX 49**; Akai Professional **MPK 25**, **MPK 49**, **MPK 61**, and **MPK 88**; M-Audio **Axiom AIR 25**, **Axiom AIR 49**, and **Axiom AIR 61**; M-Audio **Axiom AIR Mini 32**; M-Audio **Axiom Pro 49** and **Axiom Pro 61**.

Action	Computer Keyboard Command	Keyboard Controller Command
General		
Navigate / Confirm Selection	Up / Down / Left / Right / Enter	**Akai Professional MAX 49:** Drum Pad Bank D [10/2/5/7]-Up/Down/Left/Right, [6]-Enter **Akai Professional MAX 25:** Drum Pad Bank D [1/2/3/4]-Up/Down/Left/Right, [5]-Enter **Akai Professional MPK 61 or MPK 88:** Drum Pad Bank D [10/2/5/7]-Up/Down/Left/Right, [6]-Enter **Akai Professional MPK 25 or MPK 49:** Drum Pad Bank D [8/2/4/6]-Up/Down/Left/Right, [5]-Enter **M-Audio Axiom AIR 25, Axiom AIR 49, or Axiom AIR 61:** [Up], [Down], [Left], [Right], [Enter] **M-Audio Axiom AIR Mini 32:** [Up], [Down], [Left], [Right], [Enter] **M-Audio Axiom Pro 49 or Axiom Pro 61:** [Numeric Keypad 2/8/4/6]-Up/Down/Left/Right, [Numeric Keypad 5]-Enter
Cancel Selection	ESC	N/A
View Home	CTRL+, (Windows) CMD+, (Mac)	N/A

View Choose Tab	1	N/A
View Shape Tab	2	N/A
View Play Tab	3	N/A
View Edit Tab	4	N/A
Turn Players On / Off	SHIFT+P	N/A
Switch Screen Modes	CTRL+F (Windows) CMD+F (Mac)	N/A
Reset Rotary/Fader to Default Value	ALT + Click Rotary Control/Fader	N/A
Undo	CTRL+Z (Windows) CMD+Z (Mac)	N/A
Redo	CTRL+Y (Windows) CMD+Y (Mac)	N/A
Switch to Next Focus Area	TAB	**Akai Professional MAX 49:** Drum Pad Bank D [1/3] **Akai Professional MAX 25:** Drum Pad Bank D [7/8] **Akai Professional MPK 61 or MPK 88:** Drum Pad Bank D [1/3] **Akai Professional MPK 25 or MPK 49:** Drum Pad Bank D [1/3] **M-Audio Axiom AIR 25, Axiom AIR 49, or Axiom AIR 61:** [Enter]+[Down] **M-Audio Axiom AIR Mini 32:** [Enter]+[Down] **M-Audio Axiom Pro 49 or Axiom Pro 61:** [Numeric Keypad +] **M-Audio Axiom Pro 25:** [F2/F3] with [F1-F4] lit

Switch to Previous Focus Area	SHIFT+TAB	**Akai Professional MAX 49:** Drum Pad Bank D [9/11] **Akai Professional MAX 25:** Drum Pad Bank D [7/8] **Akai Professional MPK 61 or MPK 88:** Drum Pad Bank D [9/11] **Akai Professional MPK 25 or MPK 49:** Drum Pad Bank D [7/9] **M-Audio Axiom AIR 25, Axiom AIR 49, or Axiom AIR 61:** [Enter]+[Up] **M-Audio Axiom AIR Mini 32:** [Enter]+[Up] **M-Audio Axiom Pro 49 or Axiom Pro 61:** [Numeric Keypad -] **M-Audio Axiom Pro 25:** [F3] with [F1-F4] lit
Create New Instrument	N	N/A
Control Bar		
Record	R	Record
Switch Record Mode	SHIFT+R	N/A
Start/Stop All Playback/Recording	SPACE BAR	Play / Stop
Auto Align Notes On/Off	SHIFT+Q	N/A
Metronome On/Off	SHIFT+M	N/A

Instrument Bar		
Show / Hide Fader	Down / Up	**Akai Professional MAX 49:** Drum Pad Bank D [2/10] and Fader Buttons [9-16] **Akai Professional MAX 25:** Drum Pad Bank D [2/1] and Fader Buttons [9-12] **Akai Professional MPK 61 or MPK 88:** Drum Pad Bank D [2/10] and Fader Buttons Bank A [S1-S8] **Akai Professional MPK 49:** Drum Pad Bank D [2/8] and Fader Buttons Bank A [S1-S8] **Akai Professional MPK 25:** Drum Pad Bank D [2/8] **M-Audio Axiom AIR 49 or Axiom AIR 61:** [Down/Up] and Fader Buttons [1-8 Green] - press [SELECT TRACK] to switch the Fader Buttons between Show/Hide (Green), Mute (Red) and Solo (Yellow) **M-Audio Axiom AIR 25:** [Down/Up] **M-Audio Axiom AIR Mini 32:** [Down/Up] **M-Audio Axiom Pro 49 or Axiom Pro 61:** [Numeric Keypad 8/2] and Fader Buttons [S1-S8] - press S9/S18 to switch the Fader Buttons between Show/Hide, Mute and Solo. **M-Audio Axiom 49 or Axiom 61:** Fader Buttons [F1-F8] **M-Audio Oxygen 49, Oxygen 61, or Oxygen 88:** Fader Buttons [C1-C8]
Select Previous / Next Instrument	Left / Right	Left/Right* (See General > Navigate)

Next / Previous Instrument Bank	N/A	**Akai Professional MAX 49:** Drum Pad Bank D [12/4] **Akai Professional MPK 61 or MPK 88:** Drum Pad Bank D [12/4] **Akai Professional MPK 49:** Drum Pad Bank D [12/10] **Akai Professional MPK 25:** Drum Pad Bank D Previous/Next Instrument, [12/10] **M-Audio Axiom AIR 25, Axiom AIR 49, or Axiom AIR 61:** [Bank]+[Left/Right] **M-Audio Axiom AIR 25:** [Bank]+[Left/Right] **M-Audio Axiom AIR Mini 32:** [Enter]+[Left/Right] **M-Audio Axiom Pro 49 or Axiom Pro 61:** [F7/F6 - press S9/S18 to switch the Fader Buttons between Show/Hide, Mute and Solo. **M-Audio Axiom 49 or Axiom 61:** [<Track/Track >] **M-Audio Axiom 25:** [<Track/Track >] **M-Audio Oxygen 49, Oxygen 61, or Oxygen 88:** [<Track/Track >] **M-Audio Oxygen 25:** [<Track/Track >]

Instrument Volume	N/A	**Akai Professional MAX 49:** Faders [9-16] **Akai Professional MAX 25:** Faders [9-12] **Akai Professional MPK 49, MPK 61, or MPK 88:** Faders Bank A/B/C [F1-F8] **Akai Professional MPK 25:** Knobs Bank B [1-12] **Alesis QX 49 or QX 61:** Faders [S1-S8] **M-Audio Axiom AIR 49 or Axiom AIR 61:** Faders [1-8] **M-Audio Axiom AIR 25:** Fader **M-Audio Axiom AIR Mini 32:** Knobs [1-8] in Volume mode - to set the mode to Volume, press the HyperControl button until the LED next to "Volume" is lit **M-Audio Axiom Pro 49 or Axiom Pro 61:** Faders [F1-F8] **M-Audio Axiom Pro 25:** Knobs [E1-E8] with [F1-F4] button lit **M-Audio Axiom 49 or Axiom 61:** Faders [F1-F8] **M-Audio Axiom 25:** Fader **M-Audio Oxygen 49, Oxygen 61, or Oxygen 88:** Faders [C1-C8] **M-Audio Oxygen 25:** Fader [C9] **M-Audio Venom:** Knobs Bank E [1-2] **M-Audio Keystation Mini 32 / Keystation 49es / KeyRig 49 / KeyStudio:** Fader / Knob

Instrument Pan	N/A	**Akai Professional MAX 49:** Faders [17-24] **Akai Professional MAX 25:** Faders [13-16] **Akai Professional MPK 49, MPK 61, or MPK 88:** Knobs Bank B/C [K1-K8] **M-Audio Axiom AIR 49 or Axiom AIR 61:** Knobs with the MIX button next to the knobs lit **M-Audio Axiom AIR 25:** Knobs with the MIDI button next to the knobs lit **M-Audio Axiom AIR Mini 32:** Knobs [1-8] in Pan mode - to set the mode to Pan, press the HyperControl button until the LED next to "Pan" is lit **M-Audio Venom:** Knobs Bank F [1-2]
Mute Instrument	N/A	**Akai Professional MAX 49:** Fader Buttons [1-8] **Akai Professional MAX 25:** Fader Buttons [1-4] **Akai Professional MPK 49, MPK 61, or MPK 88:** Fader Buttons Bank B [S1-S8] **M-Audio Axiom AIR 49 or Axiom AIR 61:** Fader Buttons [1-8 Red] - Press [SELECT TRACK] to switch the Fader Buttons between Show/Hide (Green), Mute (Red) and Solo (Yellow) **M-Audio Axiom AIR 25:** Fader Button [Red] - Press [MUTE/SOLO/RECORD] to switch the Fader Button between Show/Hide (Green), Mute (Red) and Solo (Yellow). **M-Audio Axiom Pro 49 or Axiom Pro 61:** Fader Buttons [S1-S8] - Press S9/S18 to switch the Fader Buttons between Show/Hide, Mute and Solo. **M-Audio Axiom Pro 25:** [F4] with [F1-F4] button lit. **M-Audio Axiom 49 or Axiom 61:** Fader Buttons [S1-S8] - Press F9/F18 to switch the Fader Buttons between Show/Hide, Mute and Solo. **M-Audio Axiom 25:** [Mute]

Solo Instrument	N/A	**Akai Professional MAX 49:** Fader Buttons [17-24] **Akai Professional MAX 25:** Fader Buttons [1-4]-Mute, [5-8]-Solo. **Akai Professional MPK 49, MPK 61, or MPK 88:** Fader Buttons Bank B [S1-S8]-Mute, Bank C [S1-S8]-Solo. **M-Audio Axiom AIR 49 or Axiom AIR 61:** Fader Buttons [1-8 Red]-Mute, [1-8 Yellow]-Solo. Press [SELECT TRACK] to switch the Fader Buttons between Show/Hide (Green), Mute (Red) and Solo (Yellow). **M-Audio Axiom AIR 25:** Fader Button [Yellow] - Press [MUTE/SOLO/RECORD] to switch the Fader Button between Show/Hide (Green), Mute (Red) and Solo (Yellow). **M-Audio Axiom Pro 49 or Axiom Pro 61:** Fader Buttons [S1-S8]. Press S9/S18 to switch the Fader Buttons between Show/Hide, Mute and Solo. **M-Audio Axiom Pro 25:** [F4], [F4] with [F1-F4] button lit-Mute. **M-Audio Axiom 49 or Axiom 61:** Fader Buttons [S1-S8] - Press F9/F18 to switch the Fader Buttons between Show/Hide, Mute and Solo. **M-Audio Axiom 25:** [Solo]
Cancel All Instrument Solo/Mute	ALT+Click Instrument Solo/Mute	N/A
Open All Instrument Faders	CTRL+SHIFT+M (Windows) CMD+SHIFT+M (Mac)	N/A

Arranger		
Add clip, Multi clip or Song clip to Cued clips Playback	SHIFT+Click or Right-Click clip, Multi clip or Song clip Play Button	Loop
Copy Selected Clip or Multi Clip	CTRL+Drag (Windows) ALT+Drag (Mac)	N/A
Arranger Gap Closing On/Off	SHIFT+G	N/A
Zoom In/Out	CTRL+ -/= (Windows) CMD+ -/= (Mac)	N/A
Delete Selected clip, Multi clip or Song clip	Backspace / Delete	N/A
Choose Tab		
Navigate Choose Tab	Up / Down / Left / Right / Enter	Up / Down / Left / Right / Enter* (See General > Navigate)
Cancel Selection / Back	ESC	N/A

Shape Tab > Edit Shape		
Switch between Edit and Effects sections of Shape Tab	Up/Down (Focus not on an Effect)	Up / Down* (See General > Navigate)
Adjust Instrument Parameters	N/A	**Akai Professional MAX 25 or MAX 49:** Faders [1-6] **Akai Professional MPK 25, MPK 49, MPK 61, or MPK 88:** Knobs Bank A [K1-K6] **Akai Professional MPK Mini or LPD8:** Knobs [1-6] **Alesis QX 25, QX 49, or QX 61:** Knobs [K1-K6] **M-Audio Axiom AIR 25, Axiom AIR 49, or Axiom AIR 61:** Knobs [1-6] with the INST./FX button next to the knobs lit **M-Audio Axiom AIR Mini 32:** Knobs [1-6] in INST./FX mode - to set the mode to INST./FX, press the HyperControl button until the LED next to "Inst/FX" is lit **M-Audio Axiom Pro 25, Axiom Pro 49, or Axiom Pro 61:** Knobs [E1-E6] **M-Audio Axiom 25, Axiom 49, or Axiom 61:** Knobs [E1-E6] **M-Audio Oxygen 25, Oxygen 49, Oxygen 61, or Oxygen 88:** Knobs [C1-C6] **M-Audio Venom:** Knobs Bank C [1-4] and Bank D [1-2]

Shape Tab > Effects		
Switch between Edit and Effect Section of Shape Tab	Up/Down (Focus not on an Effect)	Up/Down* (See General > Navigate)
Navigate Effects	Left / Right	Left/Right* (See General > Navigate)
Add/Replace Selected Effect	Return / Enter	Enter* (See General > Navigate)
Cancel Selection / Back	ESC	N/A
Delete Selected Effect	Delete	N/A
Turn On Selected Effect	Up	Up* (See General > Navigate)
Turn Off Selected Effect	Down	Down* (See General > Navigate)

Adjust Selected Effect Parameters	N/A	**Akai Professional MAX 49:** Faders [1-4] **Akai Professional MAX 25:** Faders [1-4] **Akai Professional MPK 61 or MPK 88:** Knobs Bank A [K1-K4] **Akai Professional MPK 49:** Knobs Bank A [K1-K4] **Akai Professional MPK 25:** Knobs Bank A [K1], [K2], [K5], [K6] **Akai Professional MPK Mini or LPD8:** Knobs [1], [2], [5], [6] **Alesis QX 49 or QX 61:** Knobs [K1], [K2], [K5], [K6] **Alesis QX 25:** Knobs [K1-K4] **M-Audio Axiom AIR 25, Axiom AIR 49, or Axiom AIR 61:** Knobs [1], [2], [5] and [6] with the INST./FX button next to the knobs lit **M-Audio Axiom AIR Mini 32:** Knobs [1], [2], [5] and [6] in INST./FX mode - to set the mode to INST./FX, press the HyperControl button until the LED next to "Inst/FX" is lit **M-Audio Axiom Pro 49 or Axiom Pro 61:** Knobs [E1], [E2], [E5] and [E6] **M-Audio Axiom Pro 25:** Knobs [E1], [E2], [E5], [E6] **M-Audio Axiom 25, Axiom 49, or Axiom 61:** Knobs [E1], [E2], [E5], [E6] **M-Audio Oxygen 25, Oxygen 49, Oxygen 61, or Oxygen 88:** Knobs [C1], [C2], [C5], [C6] **M-Audio Venom:** Knobs Bank C [1-4]

Play Tab		
Turn Players On / Off	SHIFT+P	Enter* (See General > Navigate)
Switch Play Mode	Left / Right	Left/Right* (See General > Navigate)
Turn Move to Key Sig. On / Off	Up / Down	Up/Down* (See General > Navigate)
Adjust Play Tab Parameters	N/A	**Akai Professional MAX 49:** Faders [1-4] **Akai Professional MAX 25:** Faders [1-4] **Akai Professional MPK 61 or MPK 88:** Knobs Bank A [K1-K4] **Akai Professional MPK 25 or MPK 49:** Knobs Bank A [K1-K4] **Akai Professional MPK Mini or LPD8:** Knobs [1-4] **Alesis QX 25, QX 49, or QX 61:** Knobs [K1-K4] **M-Audio Axiom AIR 25, Axiom AIR 49, or Axiom AIR 61:** Knobs [1-4] with the INST./FX button next to the knobs lit **M-Audio Axiom AIR Mini 32:** Knobs [1-4] in INST./FX mode - to set the mode to INST./FX, press the HyperControl button until the LED next to "Inst/FX" is lit **M-Audio Axiom Pro 49 or Axiom Pro 61:** Knobs [E1-E4] **M-Audio Axiom Pro 25:** Knobs [E1-E4] **M-Audio Axiom 25, Axiom 49, or Axiom 61:** Knobs [E1-E4] **M-Audio Oxygen 25, Oxygen 49, Oxygen 61, or Oxygen 88:** Knobs [C1-C4] **M-Audio Venom:** Knobs Bank C [1-4]

Edit Tab > Piano Roll		
Pointer Tool	CTRL+1 (Windows) CMD+1 (Mac)	N/A
Pencil Tool	CTRL+2 (Windows) CMD+2 (Mac)	N/A
Velocity Tool	CTRL+3 (Windows) CMD+3 (Mac)	N/A
Triplet Grid On / Off	T	N/A
Align Selection to Current Grid Value	Q	N/A
Override Grid (Moving/Resizing Notes)	SHIFT+Drag (Windows) CMD+Drag (Mac)	N/A
Copy Selected Notes	CTRL+Drag (Windows) ALT+Drag (Mac)	N/A
Lock Axis When Moving Notes	SHIFT-Drag (Mac only)	N/A
Add to Selection	SHIFT+Click	N/A
Select All Notes	CTRL+A (Windows) CMD+A (Mac)	N/A
Move Selected Note(s) Up/Down/Left Right by grid	Up / Down / Left / Right	N/A
Zoom In/Out	CTRL+ -/= (Windows) CMD+ -/= (Mac)	N/A
Edit Tab > Wave Editor		
Zoom In/Out	CTRL+ -/= (Windows) CMD+ -/= (Mac)	N/A

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